

STUNNING MEDAL OF HONOR SPECIAL

Tips Cheats
Codes
Passwords
Walkthroughs

Issue 76

100% PlayStation 0% fair

**TOTAL
GAMES**
net

PowerStation

PlayStation®2



PSone®



MEDAL OF HONOR FRONTLINE

⊕ FULLY MAPPED SOLUTION ⊕ SECRET MODES REVEALED
⊕ INVINCIBILITY! ⊕ ONE SHOT KILLS! ⊕ INVISIBILITY!

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10,000
CHEATS, TIPS
& SECRETS!

ALSO INSIDE!

EXCLUSIVE MAPS!



PS2

**SPIDERMAN:
THE MOVIE**

SOLVED! Save the world
with our complete
mapped walkthrough!

WINNING TACTICS!



PS2

**SMASH COURT
TENNIS**

GAME, SET & MATCH!
Our ace guide to hitting
winners every time!

DETAILED GUIDE!



PS2

**FINAL
FANTASY X**

PART ONE of our
thorough walkthrough
starts this month!

SMASH AND GRAB!



PS2

**GRAND THEFT
AUTO 3**

EXPERT HELP! All your
questions answered in
our monthly feature

F1 2002

PS2 Learn to take pole
position every time

**GRAN
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PS2 How to get the
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76

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PUBLISHING

CHEATS

UNLIMITED



"THE WORLD'S NUMBER 1
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TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

PLAYSTATION

- A = 01**
- A Bug's Life
 - Abe's Exoddus
 - Abe's Odysee
 - Ace Combat 2
 - Ace Combat 3
 - Action Bass
 - Action Man Dest. X
 - Actua Golf
 - Actua Soccer
 - Air Combat
 - Akuji the Heartless
 - Aladdin: Nasira's Rev.
 - Alex F's Play Man 2001
 - Alien Resurrection
 - Alien Trilogy
 - All Star Tennis
 - Alone in the Dark 2
 - Alone in the Dark 4**
 - Alundra
 - Alundra 2
 - Amerzone
 - Anna Kournikova Tennis
 - Ape Escape
 - Apocalypse
 - Area 51
 - Armored Core
 - Army Men 3D
 - Army Men Air Attack
 - Army Men S&T's Heroes 2
 - Army Men S's Heroes
 - Army Men: Air Attack 2
 - Army Men: Land Sea Air
 - Army Men: Lock & Load
 - Army Men: Omega Sold.
 - Army Men: World War
 - Assault: Retribution
 - Atlantis
 - Auto Destruct
 - Azure Dreams
- B = 02**
- B Movie
 - Ball Blazer Champions
 - Batman and Robin
 - Battle Arena Toshinden 2
 - Battle Arena Toshinden 3
 - Battle Stations
 - Battle Tanx Global Ass.
 - Beast Wars Transformers
 - Biohazard
 - Blade
 - Blazo
 - Blaze and Blade
 - Blazing Dragons
 - Blood Omen: L. of Kain
 - Blody Roar 2
 - Bombberman Fant. Racer
 - Bombberman World
 - Bond: 007 T.W.I.N.E.
 - Bowling
 - Brahma Force
 - Breath of Fire 3
 - Breath of Fire 4
 - Brian Lara Cricket
 - Broken Sword 1
 - Broken Sword 2
 - Bubble Bobble
 - Bugs & Taz: Time Busters
 - Bugs Bunny Lost in Time
 - Bug's Life
 - Bust a Move 2
 - Buzz Lightyear Star C.
- C = 03**
- C&C: Red Alert
 - C&C: Retaliation
 - C-12 Final Resistance
 - Cardinal Syn
 - Carmageddon
 - Casper
 - Castlevania
 - Castlevania: Chronicles
 - Champ. Motocross
 - Championship Bass
 - Championship Surfer
 - Chase the Express
 - Chicken Run
- D = 04**
- Chronicles (T. Raider 5)
 - Chronicles of the Sword
 - City of Lost Children
 - Civilisation 2
 - Colin McRae Rally
 - Colin McRae Rally 2
 - Colony Wars
 - Colony Wars Red Sun
 - Colony Wars Vengeance
 - Command & Conquer
 - Construtor
 - Contra: Legacy of War
 - Coolboarders
 - Coolboarders 2
 - Coolboarders 3
 - Coolboarders 4
 - Crash Bandicoot
 - Crash Bandicoot 2
 - Crash Bandicoot 3
 - Crash Bash
 - Crash Team Racing
 - Crisis Beat
 - Croc
 - Croc 2
 - Crusaders of M&M
- E = 05**
- D Mirra BMX: Max Remix
 - D. Nukem: L. of Babes
 - D. Nukem: Time to Kill
 - D. Nukem: Total Meltd.
 - Danger Girl
 - Darklight Conflict
 - Darkstone
 - Dave Mirra BMX
 - David Beckham Soccer
 - Death Trap Dungeon
 - Demolition (Star Wars)
 - Demolition Racer
 - Destrega
 - Destruction Derby 2
 - Destruction Derby Raw
 - Diablo
 - Die Hard Trilogy
 - Die Hard Trilogy 2
 - Digimon Dig. Card Bat.
 - Digimon World**
 - Digimon World 2
 - Dino Crisis
 - Dino Crisis 2
 - Disc World 2
 - Discworld Noir
 - Disney's 102 Dalmatians
 - Disney's Dinosaur
 - Disney's E's New Groove
 - Disruptor
 - Donald Duck: Quack Att.
 - Doom
- F = 06**
- Dracula Last Sanctuary**
 - Dracula Resurrection
 - Dragonball Z
 - Dragonball Z: Final Bout
 - Driver
 - Driver 2**
 - Ducati World
 - Duke Nukem
 - Dukes of Hazzard
 - Dune
 - Dynasty Warriors
- G = 07**
- G Darius
 - Galerians
 - Gateway to Glimmer
 - Gauntlet Legends
 - Gekido
 - Gex
 - Gex 3 Deep Cover Gecko
 - Gex 3D
 - Global Domination
 - G-Police
 - G-Police 2
 - Gran Turismo
 - Gran Turismo 2
 - Grand Theft Auto
 - Grand Theft Auto 2
 - Grandia
 - Grinch
 - GTA: London 1969
 - Guardian's Crusade
 - Guilty Gear
 - Gundam Battle Assault
- H = 08**
- Hail to King (Evil Dead)
 - Hard Edge
 - Harry Potter**
 - Harvest Moon
 - HBO Boxing
 - Heart Of Darkness
 - Hercules
 - Hidden & Dangerous
 - Hogs of War
 - Hot Shots Golf
 - Hot Wheels Ext. Racing
 - Hugo
 - Hundred Two Dalmatians
 - Hydro Thunder
- I = 09**
- In Cold Blood
 - Incredible Crisis
 - Independence Day
 - Indy 500
 - Int. Superstar Soccer DX
 - Int. Track & Field
 - Int. Track & Field 2
 - Iron Man in Heavy Metal
 - ISS Pro 98
 - ISS Pro Evolution
 - ISS Pro Evolution 2
 - Italian Job
- J = 10**
- J McGrath Supercross 98
 - Jackie Chan Stuntmaster
 - Jade Cocoon
 - James Bond: 007 Racing
 - James Bond: T. N. Dies
 - James Bond: TWINE
 - Jedi Power Battles
 - Jersey Devil
 - Jet Moto 1
 - Jimmy White's 2: Cueball
 - Jonah Lomu Rugby
 - Jurassic Park: Lost World
 - Jurassic Park: Warpath
- K = 11**
- Kensei Sacred Fist
 - KKND Krossfire
 - Klonoa
 - Knockout Kings 2000
 - Knockout Kings 2001
 - Knockout Kings 99
 - Know Your Role
 - Koudelka
 - Krazy Ivan
 - Kula World
 - Kurt Warner's Football
- L = 12**
- Land Sea & Air
 - Last Revelation
 - Le Mans 24 Hours
 - Legacy of Kain
 - Legend of Dragoon
 - Legends of Legaia
 - Lego Island 2
 - Lego Racers
 - Lemmings 3D
 - LMA Manager
 - LMA Manager 2001
 - LMA Manager 2002**
 - Lone Soldier
 - Looney Tunes Racing
 - Lost World
 - Lucky Luke
- M = 13**
- Martian Gothic**
 - Marvel Super Heroes
 - Mat Hoffman's BMX
 - McGrath vs Pastrana
 - Medal of Honor
 - Medal of Honor Underg.
 - MediEvil
 - MediEvil 2
 - Megaman 8
 - Megaman Legends
 - Megaman X5
 - Megaman X6
 - Men in Black
 - Men in Black: Crashdown
 - Metal Gear Solid**
 - Metal Gear Solid: S.Miss.
 - Micro Machines V3
 - Micro Maniacs
 - Mike Tyson's Boxing
 - Millennium Soldier Ex.
 - Millionaire
 - Mission Impossible
 - Monkey Hero
 - Monopoly
 - Monster Rancher
 - Monsters Inc
 - Mortal Kombat 3
 - Mortal Kombat 4
 - Mortal Kombat Trilogy
 - Mortal Kombat: S.Forces
 - Ms Pacman
 - MTV Snowboarding
 - Mummy
 - Muppet Monster Adv.
 - Muppet Racemania
 - Myst
- N = 14**
- N Gen Racing
 - Nascar 2000
 - Nascar 99
 - Nasir's Revenge
- O = 15**
- Oddworld 2: Abe's Ex.
 - ODT (Esc. or Die Trying)
 - Ogre Battle
 - Olympic
 - OO7 T.W.I.N.E.
 - OO7 Tom. Never Dies
 - Op. M'down Land Sea Air
 - Overblood 2
 - Overboard
- P = 16**
- Pac Man World
 - Pandemonium
 - Parasite Eve
 - Parasite Eve 2
 - Phantom Menace
 - Player Manager
 - Player Manager 2000
 - Player Manager 2001
 - Player Manager 98
 - Point Blank
 - Police Chases
 - Pong
 - Pool Hustler
 - Pool Shark
 - Popstar Maker
 - Populous the Beginning
 - Porsche Challenge
 - Power Rangers
 - Power Rangers: T. Force
 - Poy Poy
 - Prem. Lgue F'ball Man'00
 - Premier Manager 2000
 - Premier Manager 98
 - Premier Manager 99
 - Primal Rage
 - Prince Naseem Boxing
 - Pro Evolution Soccer
 - Psychic Force
 - Puchi Carat
- Q = 17**
- Quack Attack
 - Quake 2
- R = 18**
- Railroad Tycoon 2
 - Rainbow Six
 - Rally Master
 - Rampage World Tour
 - Ray Tracers
 - Rayman
 - Rayman 2
 - Rayman Rush
 - Razor Freestyle Scooter
 - RC Revenge
 - RC Stunt Copter
 - Ready 2 Rumble Boxing
 - Ready 2 Rumble Round 2
 - Rebel Assault 2
 - Red Alert (C & C)
 - Reel Fishing 2
 - Re-Loaded
 - Resident Evil
 - Resident Evil 2
 - Resident Evil 3: Nemesis
 - Resident Evil: Dir's Cut
 - Resident Evil: Survivor
 - Return Fire
 - Re-Volt
 - Ridge Racer
 - Ridge Racer Type 4
 - Ridge Racer: Revol.
- S = 19**
- Riven
 - Road Rash
 - Road Rash 3D
 - Road Rash Jailbreak
 - Rogue Spear
 - Rogue Trip
 - Roll Cage
 - Roll Cage 2
 - Ronaldo V Football
 - Ronin Blade
 - R-Type Delta
 - Rugrats
- T = 20**
- Sampras Extreme Tennis
 - Scariest Police Chases
 - Shadow Gunner
 - Shadowman
 - Shellshock
 - Silent Bomber
 - Silent Hill**
 - SimCity 2000
 - Simpsons Wrestling
 - Sled Storm
 - Smackdown
 - Smackdown 2
 - Small Soldiers
 - Soul Blade
 - Soul Reaver
 - South Park
 - South Park Rally
 - Soviet Strike
 - Space Invaders
 - Spec Ops: Covert Assault
 - Spec Ops: Rangers Elite
 - Spec Ops: Stealth Patrol
 - Speed Freaks
 - Spiderman
 - Spiderman 2
 - Sports Car GT
 - Spyro 2: Ripto's Rage
 - Spyro 3: Year of Dragon
 - Spyro the Dragon
 - St. Fighter Ex. Plus Alpha
 - Star Ocean 2
 - Star Trek: Invasion
 - Star Wars Demolition
 - Star Wars Jedi P. Battles
 - Star Wars: Dark Forces
 - Star Wars: Phantom M.
 - Street Fighter Alpha 1
 - Street Fighter Alpha 3
 - Street Fighter Ex Plus 2
 - Street Skater 2
 - Suikoden
 - Sydney 2000
 - Syndicate Wars
 - Syphon Filter
 - Syphon Filter 2
 - Syphon Filter 3
- U = 21**
- UEFA 2000
 - UEFA Champion League
 - UEFA Striker
 - Unholy War
 - Urban Chaos
- V = 22**
- V.I.P.
 - Vagrant Story
 - Vampire Hunter
 - Vandals Hearts 1 & 2
 - Vandals Hearts 2
 - Vanishing Point
 - Victory Boxing 2
 - Vigilante 8 - 2nd Off.
 - VMX Racing
 - VR Powerboat Racing
 - V-Rally
 - V-Rally 2
- W = 23**
- Wacky Races
 - WarHammer: Horned Rat
 - Warzone 2100
 - WCW Backstage Assault
 - WCW Mayhem
 - WCW Nitro
 - WCW/nWo Thunder
 - WDL Thunder Tanks
 - Weakest Link
 - Who Wants 2BA Million.
 - Wild 9
 - Wild Arms
 - Wing Over 2
 - Wip3out
 - World Champ. Snooker
 - World Cup 2002, Fifa
 - World Cup 98
 - World Is Not Enough
 - World's S. Police Chases
 - Worms
 - Worms Armageddon
 - Wu Tang:Taste the Pain
 - WWF Attitude
 - WWF In Your House
 - WWF Smackdown
 - WWF Smackdown 2
 - WWF War Zone
 - WWF Wrestlemania
- X = 24**
- X Men vs Street Fighter
 - X2
 - X-Com
 - Xena Warrior Princess
 - X-Files
 - X-Men Mutant Academy
 - X-Men Mut. Academy 2
- Y = 25**
- Yugioh Dual Monsters
- Z = 26**
- 007 Racing
 - 007 T.W.I.N.E.
 - 2002 FIFA World Cup

INCLUDING ALL THE LATEST CHEATS, TIPS & WALKTHROUGHS AVAILABLE FOR:

- ★ Army Men RTS
- ★ Commandos 2
- ★ Deus Ex
- ★ Final Fantasy 10
- ★ Medal of Honor: Frontline
- ★ No-one Lives Forever
- ★ Prisoner of War
- ★ Spiderman: The Movie
- ★ Timesplitters 2

WHAT MAKES CHEATS UNLIMITED NO. 1?

• **OVER 10,000 CHEATS AVAILABLE**

• **THE LATEST CHEATS ADDED EVERY DAY**

• **100S OF QUALITY WALKTHROUGH GUIDES**

• **COMPILED BY GAMING EXPERTS**

TIPS! CHEATS & WALKTHROUGHS

PLAYSTATION 2

A = 01
 Ace Combat 4
 Age of Empires 2
 Agent Under Fire
 Airblade
 Alex F's Player Manager
 All Star Baseball 2002
 All Star Baseball 2003
Alone in the Dark 4
 American Pro Truck
 Aqua Aqua Welix 2
 Arctic Thunder
 Armageddon (MDK2)
 Armoured Core 2
 Army Men Air Attack
 Army Men Green Rogue
 Army Men RTS
 Army Men Sgt's Heroes 2
 Army Men: Land Sea Air
 Atlantis 3
 ATV Off-Road Fury
B = 02
 Baldur's Gate
 Batman Vengeance
 BIG: NBA Street
 BIG: SSX Snowboarding
 BIG: SSX Tricky
Blood Omen 2
 Bloody Roar 3
 Bombad Racing
 Bond: Agent Under Fire
 Bouncer
 Burnout
 Bust A Move 3
C = 03
 C-12 Final Resistance
 CAPCOM vs SNK 2
 Cart Fury
 Casper
 Championship Snooker
 Citizen Kabuto (Giants)
 City Crisis
 Code Veronica X
 Commandos 2
 Cool Boarder 2001
 Crash Bandicoot
 Crazy Bump's: Car Bat
 Crazy Taxi
 Cricket 2002
D = 04
 Dare Devil
 Dark Alliance: B's Gate
 Dark Angel
 Dark Cloud
 Dark Legacy
 Dark Summit
 Dave Mirra BMX 2
 Dead or Alive 2
 Deus-Ex
 Devil May Cry

Digimon World
 Disney's Dinosaur
 Distant Thunder
 DNA Dark Native Apostle
 Donald Duck: Quack Att.
 Draken: Ancient Gates
 Driven
 Driving Emotion Type-S
 Dropship
 Drum Mania
 Dynasty Warriors 2
Dynasty Warriors 3
E = 05
 Ecco the Dolphin
 Eden, Project
 Eighteen Wheeler
 Elemental Force
 Elite Force: Voyager
 Emotion Type-S (Driving)
 Ephemeral Phantasia
 Episode 1: Star Fighter
Escape Monkey Island
 ESPN Int. Track & Field
 ESPN NFL Primetime 02
 ESPN Skateboarding
 ESPN Snowboarding
 Eternal Ring
 Eve of Extinction
 Evergrace
 Evil Twin
 Extermination
 Extreme G 3
 Extreme Racer
F = 06
 F1 2001
 F1 Champ. Season 2000
 Fanta Vision
 Fatal Frame
 FIFA 2001
 FIFA 2002
 FIFA World Cup 2002
 Final Fantasy 10
 Final Fantasy 8
 Formula 1 2001
 Four by Four Evolution
 Freestyle BMX 2
 Frequency
 Fur Fighters
G = 07
 Gauntlet: Dark Legacy
 Giants: Citizen Kabuto
 Godai: Elemental Force
 Gradius 3 & 4
 Gran Turismo 2
Gran Turismo 3
 Gran Turismo Concept
Grand Theft Auto 3
 Green Rogue
 Guilty Gear X
 Guilty Gear X Plus

Gun Griffon Blaze
 Gundam: J to Jaburo
H = 08
 H30 Surfing
 Half Life
 Harry Potter
 Harvest Moon: Homeland
Headhunter
 Herdy Gerdy
 Heroes of Might & Magic
 Hidden Invasion
 High Heat Baseball '02
I = 09
 Ico
 Int. Track & Field
 Int. Super Soccer
 ISS Pro Evolution
J = 10
 J Bond: Agent Under Fire
 J McGrath's S'cross World
 Jak & Daxter
 Jedi Star Fighter
 Jikkyou W. Soccer 2000
 Just Bring It
K = 11
 Kengo: M. of Bushido
 Kessen
 Kessen 2
 Kinetica
 Klonoa 2
 Knockout Kings 2001
 Knockout Kings 2002
L = 12
 L. of Kain: Blood Omen 2
 L. of Kain: Soul Reaver 2
 Last Blade 2
 Le Mans 24 Hours
 Legend of Black Kat
 Legends of Wrestling
 Lego Racers 2
LMA Manager 2002
 Lotus Challenge
M = 13
 Madden NFL 2001
 Madden NFL 2002
 Major Lgue Baseball 02
 Major Lgue Baseball 03
 Marlian Gothic
 Master of Bushido
Max Payne
 Maximo
 MDK2
Metal Gear Solid 2
 Midnight Club
 Might & Magic
 Mobile Suit Gundam
 Monkey Island (Escape)
 Monsters Inc
 Moto GP
 Moto GP 2

Motor Mayhem
 Mr Moskeeto
 MTV Music Generator 2
 MTV Skateboarding
 Mummy Returns
 MX 2002
 MX Rider
N = 14
 Namco Museum
 Nascar 2001
 Nascar Heat 2002
 NBA 2002
 NBA Hoopz
 NBA Live 2001
 NBA Live 2002
 NBA Shootout 2001
 NBA Street
 NBA Tonight, ESPN
 NCAA Football 2002
 NFL 2001
 NFL 2002
 NFL Primetime 2002
 NFL Qback Club 2002
 NHL 2001
 NHL 2002
 NHL Hitz 2002
 No-One Lives Forever
O = 15
 Off Road Fury
 Off Road Wide Open
 Omega Soldier
 Oni
 Onimusha 2
 Onimusha: Warlords
 OO7: Agent Under Fire
 Operation Winback
 Orphen
P = 16
 Parappa the Rapper 2
 Parasite Eve 2
 Paris-Dakar Rally
 Pirates: Leg. of Black Kat
 Player Manager
 Polaroid Pete
 Police 24/7
 Pool Master: Q-Ball
 Portal Runner
 Pro Evolution Soccer
 Project Eden
Q = 17
 Q-Ball: Billiards Master
 Quack Attack
 Quake 3 Revolution
R = 18
 R Carmichael's MX 2002
 Racer Revenge
 Rayman 2
 RC Revenge Pro
 Ready 2 Rumble Round 2
Red Faction

Res. Evil Gun Survivor 2
Resident Evil: Code V. X
 Return to C. Wolfenstein
 Revolution: Quake 3
 Rez
 Ridge Racer 5
 Ring of Red
 Road Rage
 Robot Wars
 Rumble Racing
 Rune: Viking Warlord
S = 19
 S Palmer's Snowboarder
 Sarge's Heroes 2
 Shadow Man 2
 Shadow of Memories
 Silent Hill
Silent Hill 2
 Silent Scope
 Silent Scope 2
 Silpheed: Lost Planet
 Simpson's Road Rage
 Sky Odyssey
 Sky Surfer
 Sled Storm
 Smackdown! Just Bring It
 Smash Court Tennis
 Smugglers Run
 Smugglers Run 2
 Soldier of Fortune
 Soul Reaver 2
 Space Channel 5 Part 2
 Spiderman 2
 Spiderman the Movie
 Splashdown
 Spy Hunter
 SSX Tricky
 Star Trek: Elite Force
 Star Wars: Jedi S'fighter
 Star Wars: Racer Revenge
 Star Wars: Star Fighter
State of Emergency
 Street Fighter Ex 3
 Street NBA
 Summoner
 Sunny Garcia: Surfing
 Super Bombad Racing
 Super Bust A Move
 Supercar St. Challenge
 Surfing H30
 Syphon Filter 3
T = 20
 T. Woods PGA Tour 2001
 Tekken 4
 Tekken Tag Tournament
 Test Drive: Wide Open
 The Bouncer
 The Mummy Returns

The New Nightmare
 The Simpsons: Road Rage
 The Weakest Link
 The World is not Enough
 Theme Park World
 This is Football 2002
 Thunderhawk: Op.
 Tiger Woods Golf 2002
 Time Crisis 2
 Time Splitters
 Tokyo Extreme Racer
 Tomb Raider 4
 Tomb Raider 5 Chronicles
 Tony Hawk's 2
Tony Hawk's 3
 Top Gear: Dare Devil
 Top Gun: Combat Zones
 Track and Field
 Triple Play Baseball
 Twisted Metal Black
 Type-S: Driving Emotion
U = 21
 UEFA Champion League
 Unreal Tournament
V = 22
 Vampire Apocalypse
 Victorious Boxers
W = 23
 W Games Snowboarding
 Wacky Races
 Warlords (Onimusha)
 Warriors of M & M
 WDL: War Jetz
 Weakest Link
 Welrix 2
 Who Wants 2BA Million 2
 Wild Wild Racing
 Winback
 Wipeout Fusion
 World C Snooker 2002
 World Cup 2002, Fifa
 World Is Not Enough
 W.Outlaws Sprint Cars 02
 Wrath of Cortex
 WRC: World Rally Champ
 WWF Smackdown 3
X = 24
 X Games: Skateboarding
 X Games: Snowboarding
 X-Squad
 Xtreme G3
Y = 25
 Yanya Caballista: Skater
 YuGiOh! Dual Monsters 2
Z = 26
 Zone of the Enders
0-9 = 27
 007 Agent Under Fire
 102 Dalmatians
 2002 FIFA World Cup

THE ABOVE LIST IS JUST A SELECTION OF WHAT'S AVAILABLE

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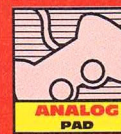
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WHERE IT ALL STARTS

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CONTENTS

WELCOME

EDITORIAL

Hello and welcome to issue 76 of the UK's biggest and best tips magazine for PSone and PS2 games. We take our guides and solutions very seriously indeed, and this month we have been hard at work to bring you a comprehensive solution to EA's brilliant *Medal of Honor*. We didn't stop there either – this issue sees the first of our two-part walkthrough to *Final Fantasy X* and a solution to *Spider-Man: The Movie*.

If you have any comments or suggestions about this month's guides then get in touch at powerstn@paragon.co.uk, or visit our forum at www.totalgames.net.

Enjoy the issue, and happy gaming!

016



MEDAL OF HONOR

One of the most eagerly awaited games of all time has finally arrived on the PS2. This stunning World War II shooter has wowed critics and punters alike, and now you can sail through the game with ease thanks to our stunning full-length guide to this summer's hottest title.



ICONS

Keep an eye out for the following symbols – they lead the way to some very handy top tips.



BOSS



TOP TIP



CHEATS



FACT



SECRET



INFO



MINI GAME

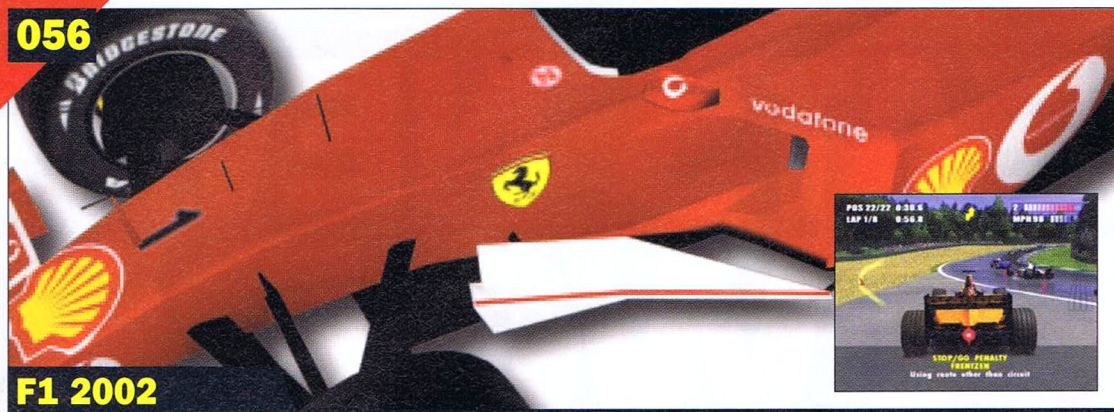


PASSWORD



PUZZLE

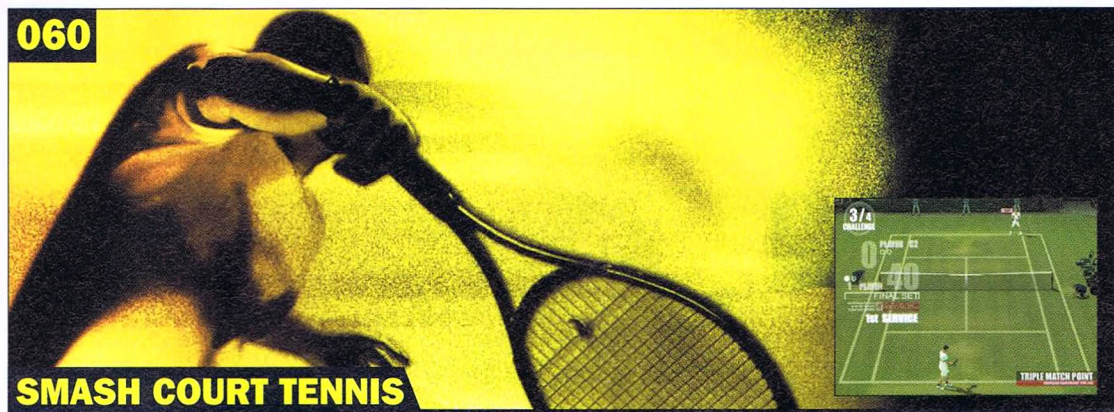
056



F1 2002

▲ Pull your visor down and get ready for the race of your life. Take the **POWERSTATION** guide along for the ride as we show you all the skills you'll need for life in the fast lane!

060



SMASH COURT TENNIS

▲ If you don't know your smashes from your drop shots then look no further. Your tennis crazy **POWERSTATION** team has taken Smash Court tennis apart for your benefit.

064



SPIDER-MAN: THE MOVIE

▲ Become a superhero from the comfort of your own home, as Spider-Man: The Movie gets the **POWERSTATION** treatment. Our full walkthrough, along with exclusive maps, should see you through...

076



FINAL FANTASY X

▲ It's here at last! One of the most anticipated games ever has been the subject of our attention for literally hundreds of hours and part one of the definitive guide is right here!

INSIDE

REGULARS

CHEATS NEWS NETWORK006

The hottest new cheats - plus a £5 **GAME** voucher!

HARD COPY008

The biggest topics and the hottest debates of the day are discussed in full.

Q & A011

Dr Tippet is back once again to answer all of your gaming queries.

GT WORKSHOP012

The boys are back with the latest tips to get the most out of your motor.

GTA WISEGUYS014

Frankie the Finger helps out with your GTA troubles - just don't mess with him.

PSXTENSIONS098

Find out just what those latest 'must-have' peripherals are.

SUBSCRIBE101

You need never miss an issue of your favourite magazine again.

COMPETITIONS103

Win one of five copies of *Medal Of Honor* in our stunning giveaway!

XPLODER105

The best codes to try out in order to blow your PS2 games apart!

DATABURST106

Thousands of cheats for the biggest PSone and PS2 titles.

Contact PowerStation

TELEPHONE: 01202 200240
(MAGAZINE QUERIES, BUT NO TIPS REQUESTS PLEASE)

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EMAIL: powerstn@paragon.co.uk

VISIT **POWERSTATION ONLINE** FOR THE LATEST HINTS AND TIPS - POINT YOUR BROWSERS TO WWW.TOTALGAMES.NET

MEET THE TEAM

The office went superhero mad this month, and everyone wore their underpants outside their trousers...

MIKE



Oh what a tangled web Mike has weaved...

RUSS



Our Russ has a sting in his tail, but he's a softy really.

NICKY



Are you a goblin? No, I've got a headache...

SIMON



Simon was a vulture this month. What a carrion...

CYRA



A Shocker for Cyra, so back in the gimp suit with her.

SAM



Careful, or he'll really bug you - geddit?

SEND IN YOUR CHEATS!

The best readers' tips printed each month in CNN earn their senders a Blaze Scorpion II lightgun, so do keep writing in with your cheats, codes and secrets. However, before sending them, please check that they work – and that we haven't already got them in our Databurst section!

CHEATS NEWS NETWORK

ALL THE VERY LATEST PLAYSTATION CHEATS AND CODES

IF THERE'S A NEW CHEAT, CODE OR SECRET, WE'LL HAVE IT CRAMMED INTO OUR HOT-OFF-THE-PRESS NEWS SECTION. AND REMEMBER, THE BEST READERS' CHEATS EACH MONTH WIN THEIR SENDERS A BLAZE SCORPION II LIGHTGUN!

OUT NOW!

P2 ISSUE 22

The UK's best unofficial magazine dedicated to PlayStation2

Price: £3.50



Another month, another packed issue of P2. An exclusive interview and preview of Mortal Kombat Deadly Alliance is accompanied by reviews of Medal of Honor: Frontline, Spiderman, Rally Championship and Smash Court Tennis to name just four. P2 is the only magazine PS2 owners need to buy!

OUT NOW!

PLAY ISSUE 91

The UK's best unofficial POne and PS2 magazine

Price: £3.20



PLAY magazine once again has all the big news and reviews from the wonderful world of Playstation. Red Faction 2 gets the cover this month, while inside there are stunning reviews of Virtua Fighter 4, V-Rally 3, David Beckham Soccer and more. If you're into Playstation and Playstation 2 then PLAY magazine should be on your shopping list!

OUT NOW!

PLANET ISSUE 47

The UK's best POne and PS2 magazine for younger readers

Price: £2.79



The Lord of the Rings takes to cover of this month's issue, and you'll find fantastic reviews of Spider-Man, RedCard, David Beckham Soccer, F1 2002 and more. There are also sneak previews of all the best forthcoming releases, including Prisoner of War and Lilo and Stitch. At a bargain price, there's no excuse not to get it!

PS2

BLOOD OMEN 2

USE THIS CODE TO ACCESS THE BEST WEAPON IN THE GAME RIGHT FROM THE VERY FIRST LEVEL.

SOUL REAVER

On the main Menu enter L1, R1, L2, R2, square, circle, triangle. Now start a new game and Kain will start with his Soul Reaper sword. You will not be able to collect any other weapons as this sword is unbreakable.



PS2

RED CARD SOCCER

WITH THE WORLD CUP ON YOUR TELLY AT THE MOMENT YOU MIGHT GET FRUSTRATED WITH ALL THE FAIR PLAY AND WANT TO TRY THE BEAUTIFUL GAME WITH A SUBTLE TWIST. LEARN HOW TO UNLOCK THE SECRET TEAMS IN THIS MANIC FOUL FEST AND FIND YOURSELF WITH SOME NEW OPPONENTS TO KICK!

GET DOLPHINS TEAM

Select World Conquest and defeat all the teams in Australia including the Dolphins to unlock this fishy team and their stadium.

GET SWAT TEAM

Select World Conquest and defeat all the teams in America including the SWAT Team to unlock this gang and their strange stadium.

GET SAMURAI TEAM

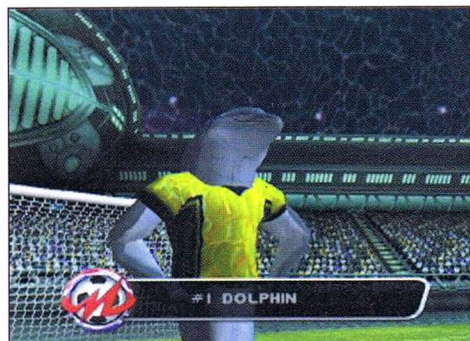
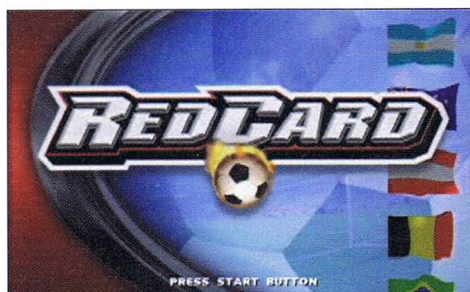
Select World Conquest and defeat all the teams in Asia including the Samurais to unlock this team of Ninjas and their stadium.

GET PRIMATE TEAM

Select World Conquest and defeat all the teams in Africa including the Apes to unlock this team of monkeys and their stadium.

GET MATADORS TEAM

Select World Conquest and defeat all the teams in Europe including the Matadors to unlock this flashy team and their stadium.



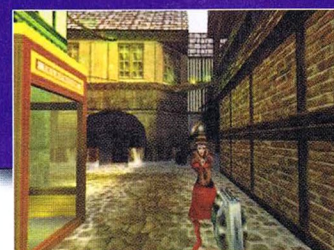
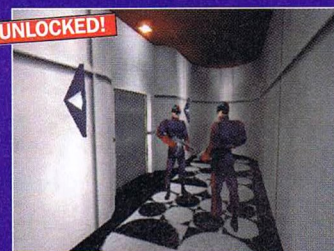
PS2

NO ONE LIVES FOREVER

IF LIFE AS A SPY IS PROVING A BIT OF A DRAG, CUT A FEW CORNERS WITH A LEVEL SELECT!

Press down on the directional pad so that Load Game is highlighted on the Main Menu screen. Press and hold down both of the analog stick buttons

While the other two buttons are held down, press the X button. This should take you to the Select Mission screen with all missions unlocked.

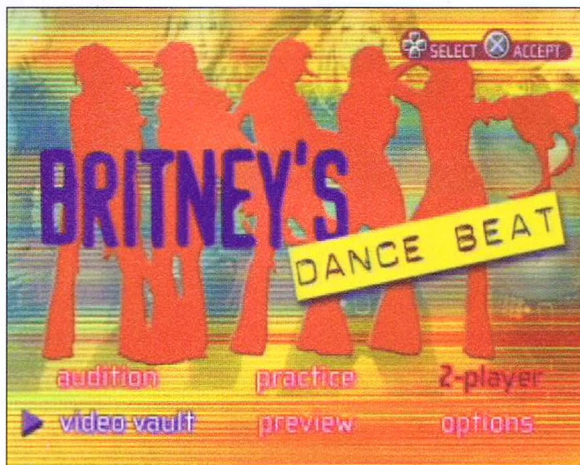


PS2 BRITNEY'S DANCE BEAT

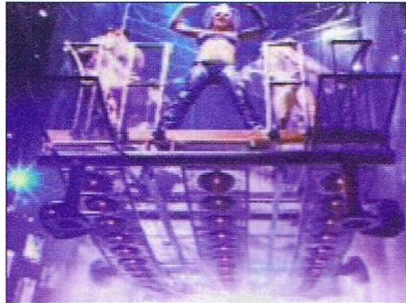
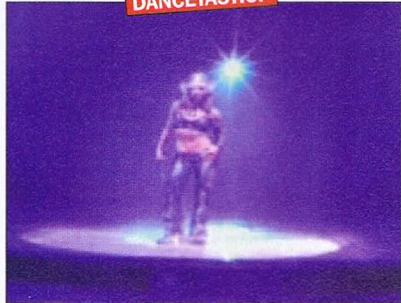
US TEENAGE POP SENSATION BRITNEY SPEARS IS NOW COMING TO YOUR PS2. CHECK THE CODE BELOW TO DISCOVER A SPECIAL VIDEO.

BABY ONE MORE TIME VIDEO

To unlock a special Immersive Video for Britney's hit *Baby One More Time*, complete the game and score a total of 9999 points. You will no longer be able to score any more points, but will open a special live performance in the video arena.



DANCETASTIC!



PS2 LMA MANAGER 2002

KICK OFF WITH THESE CHEATS SENT IN BY SHANE REED AND YOU'LL SOON HAVE YOUR FAVOURITE TEAM AT THE TOP OF THE PREMIER LEAGUE. TYPE THEM IN AT THE NAME ENTRY SCREEN TO MAKE THE GAME THAT MUCH EASIER.



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 MUST BE BLIND:No bookings
 QUICK DRY:No building times
 HYPERACTIVE:Fast players
 WHO WANTS SOME:Psycho team



PS2 DEUS EX WE'VE GOT SOME NIFTY SECRETS UNLOCKED FOR YOU!

Press select during gameplay, then press L2, R2, L1, R1, and then hit start three times. You will then be able to access God mode, Full Health, Ammo, Energy, Mods, Skills and more.



GAME CHARTS

PSone

1. FIFA World Cup 2002
2. Final Fantasy Anthology (4+5)
3. 20 Game Pack
4. Matt Hoffman BMX
5. Popstar Maker
6. Alone In The Dark 4
7. Alex Ferguson's Player Manager 2002
8. Spyro Year Of The Dragon Platinum
9. Atari Anniversary
10. Striker 1945 II

PS2

1. FIFA World Cup 2002
2. Virtua Fighter 4
3. LMA Manager
4. Metal Gear Solid 2
5. State Of Emergency plus Free ID DVD
6. GTA3
7. Tekken Tag Tournament Platinum
9. Rugby
10. Star Wars: Jedi Starfighter

GAME On!

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We've teamed up with the very generous people at GAME to bring you a top money-saving opportunity. All you have to do is cut out the voucher and present it at the counter when you buy a PSone or PS2 title (priced £29.99 or over) in GAME to claim a fiver off!

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HARDCOPY

WELCOME TO YOUR SECTION OF THE MAGAZINE, WHERE YOU CAN HAVE YOUR SAY ON WHATEVER YOU FANCY. YOU CAN WRITE IN TO HARDCOPY VIA THE USUAL ADDRESS, OR EMAIL powerstn@paragon.co.uk. ALTERNATIVELY, HEAD OVER TO THE FORUMS AT www.totalgames.net TO MEET SOME LIKE-MINDED INDIVIDUALS AND TALK WITH OTHER GAMES FANS!

WIN
JOYTECH
GOODIES!

The Star Letter of the month, as judged by us, will win its sender a bumper bundle of five great peripherals from Joytech. You can choose between a PSone or PS2 bundle (see below), so remember to state which you'd like when you write in.

PS2: Analogue Controller Plus 2, 16Mb Memory Station, Multi Player Adapter, USB Mouse and Data Link Cable.



PSone: Mini Analogue Controller, 1Mb Memory Card, 'One' Bag, Sharp Shooter Pro, Multi Tap. Check out the full range of Joytech products by visiting www.joytech.net.



PSONE RIP?

Dear POWERSTATION,



Why have you stopped making PSone games? I only have a PSone, and it is really annoying that there are no games or guides for it. Please will you make some more games for this great console, as we can't all afford to go out and buy new PS2s!

Anthony Little, Pinner

Bad news we're afraid Anthony – we don't actually make games! We only publish a magazine that tells you how to complete them and so don't blame us for the lack of activity in the PSone market at the moment. The reason why we aren't doing a great deal in the area of PSone games right now is simply because there aren't many being released. We do remain committed to the console, but we can't produce guides unless there are games that need solving! Rest assured that we remain the best magazine available for all things PSone related – it's just that there isn't a great deal out there right now!

MEET LIKE-MINDED PEOPLE!

Dear POWERSTATION,

I've sent you loads of letters over the year but you haven't printed any of them yet, so please print this one as it would make me really happy! I've written about eight times now, and was wondering what you do with letters that you don't use. Most of my letters have been about ideas for games and I'd really like to have a debate with people about my ideas. You should have a bigger letters page, and

FROM THE
FORUM

Author

Topic: Game Soundtracks

Dear POWERSTATION,

If you could print this in your magazine, I would be chuffed to bits! I get it every month, and to see my name in print would just be amazing! I'd like a moment of everyone's time to tell them about a grossly neglected (in the UK at least) area of gaming – Videogame Music. For years music in games was just annoying beeps and boops, but now it has reached new heights, be it with the movie-style dramatics of *MGS2* or just plain creepy, like in *Silent Hill 2*. It is about time videogame music got the recognition it deserved in the UK. It's a big business in Japan, with albums and compilations regularly achieving top ten slots. I was browsing the Internet and discovered that there are no less than ten different *Final Fantasy* albums. Look in your local shops; if you can find a game album, then you must know something I don't, because they just don't seem to exist over here! I get mine over the Net at reasonable prices. My message after this long ramble is: Game developers, don't save your music solely for Japan! UK people love the music too!

Wayne Davis, Colwyn Bay

The Japanese have long lapped up the music in their games as entertainment in itself, but there are signs of similar happenings here in the UK. The *Gran Turismo* soundtrack was extremely successful back in 1998, and while there aren't many other games planned with separate soundtrack releases, that isn't to say that there won't be more along soon. What does everyone else think? Visit our forums at www.totalgames.net to join the debate!

loads of space to talk about all the cool ideas that readers have. You could use all those letters that you've had to leave out in the past to start things off!

Martin Mulally, Inverness

Sadly, we don't have the room to print the hundreds of letters we are sent each month Martin, and we can't give the whole magazine over to try and fit them all in. Perhaps we should launch a sister magazine called LETTERSTATION! However, you might be interested in getting online and visiting the POWERSTATION forum at www.totalgames.net. Here, you can get in touch with all the other readers, and discuss anything related to PlayStation gaming you so desire! You can post requests for help, your thoughts on the latest issue, answer other reader's problems – and get in touch with the thousands of other POWERSTATION readers who are online while you're at it!

WHEN I GROW UP

Dear POWERSTATION,

Why are so many cool games made 18 certificates? I am only 13, and my mum won't let me play games like *GTA3* because she says I'm too young. Why can't they make more games like this that everyone can play?

Nick Burton, Salford

It is annoying when you can't play games because of their age rating, but those rules are there for a reason. In the same way that some films aren't suitable for younger viewers, a game where you run around committing crimes was felt to be inappropriate for younger gamers. Many first-person shooters these days allow the gore factor to be adjusted, to save innocent kiddies from the sight of blood and guts everywhere, but we're afraid that you'll probably just have to wait a few years before you can play *GTA3*!

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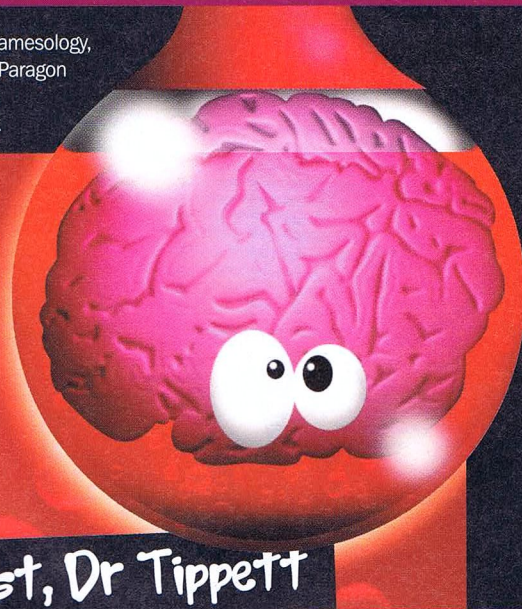
FURTHER READING

If you're still stuck on a game, then why not get the complete guide by ordering the relevant POWERSTATION back issue or PLAYSTATION SSS tips book? Here's where you'll find guides to the most popular and problematic Q&A games (call 01454 642442 to check availability and to order)...

007 Agent Under Fire	#71
Alien Resurrection	#53; or SSS Vol 9
Alone In The Dark: New Nightmare	#63
Alundra	SSS Vol 5
Ape Escape	SSS Vol 7
Baldur's Gate	#71
Blood Omen 2	#74 and #75
Breath Of Fire IV	(#65) & #66
C-12	#61
C&C: Red Alert	#37
C&C: Retaliation	SSS Vol 6
Chase The Express	#53
Chicken Run	#55
Crash Bandicoot 3	SSS Vol 6
Croc	Platinum SSS Vol 1
Croc 2	SSS Vol 7
Dark Cloud	#67 & #68
DarkStone	#59
Deus Ex	#74
Devil May Cry	#70
Digimon World	#61
Dino Crisis 2	#55
Discworld Noir	SSS Vol 8
Driven	#71
Dropship	#71
Deus Ex	#74
Emperor's New Groove	#59
E.T.	#74 and #75
Extermination	#63
Fear Effect 2	#61
Final Fantasy VII & VIII	Complete Solutions FFVIII
Final Fantasy IX	#59 & #60
Fur Fighters	(#64) & #66
Galerians	#50
Grandia II	#74 and #75
Grand Theft Auto	#68 & #69
Grimm 2	#45 (& #46); or SSS Vol 8
HeadHunter	#73
Half-Life	#70
Harry Potter	#70
Herdy Gerdy	#73
Ico	#74
In Cold Blood	#51; or SSS Vol 9
The Italian Job	#67
Jak & Daxter	#71
Jedi Starfighter	#75
Legacy Of Kain: Soul Reaver	#61; or SSS Vol 7
Legacy Of Kain: Soul Reaver 2	#69
Max Payne	#72
Medal Of Honor	SSS Vol 8
MediEvil	SSS Vol 6; or Platinum SSS Vol 1
Metal Gear Solid	SSS Vol 6
MGS: Special Missions	SSS Vol 8
Metal Gear Solid 2	#72 & #73
Monsters Inc	#72
Nightmare Creatures II	#52
Parasite Eve 2	#53; or SSS Vol 9
Populous: The Beginning	SSS Vol 6
Project Eden	#67 & #68
Rainbow Six: Rogue Spear	#62
Quake II	SSS Vol 8
Quake III Revolution	#62
Rayman 2	#53; or SSS Vol 9
Resident Evil 2	Platinum SSS Vol 1
Resident Evil 3 Nemesis	SSS Vol 8
Resident Evil: Code Veronica X	#66
ShadowMan	#40 (& #41)
Shadow Of Memories	#61
Sheep Dog 'N' Wolf	#66
Silent Hill	SSS Vol 7
Silent Hill 2	#70
Soldier Of Fortune: Gold Edition	#75
Soul Blade	Platinum SSS Vol 1
Spider-Man 2	#67
Spyro The Dragon	SSS Vol 6
Spyro 2	SSS Vol 8
Spyro: Year Of The Dragon	#55
SSX Tricky	#71
State Of Emergency	#73
Star Wars: Jedi Power Battles	#49
Star Wars: Racer Revenge	#74
Syphon Filter	SSS Vol 7
Syphon Filter 2	SSS Vol 9
Syphon Filter 3	#70
Tenchu: Stealth Assassins	SSS Vol 6
Tenchu 2	#53 (& #54); or SSS Vol 9
The World Is Not Enough	#55
Time Crisis 2	#68
Tomorrow Never Dies	SSS Vol 8
Tony Hawk's Pro Skater 3 (PS2)	#69
Tony Hawk's Pro Skater 3 (PSone)	#72 & 73
Toy Story 2	#45; or SSS Vol 8
Vagrant Story	#50-#52; or SSS Vol 9
Virtua Fighter 4	#75
Wild Arms	SSS Vol 6
Wipeout: Fusion	#72
WWF SmackDown: Just Bring It	#69 & #70
X-Files	#40; or SSS Vol 7

Q & A

With your host, Dr Tippet



PARASITE EVE II

...from Scott Mohler, via email

I am playing *Parasite Eve II* and I'm stuck on the shelter on disc 2. I'm in the laboratory and I can't hack into the laptop computer. Could you please tell me the password for it, as I have been stuck on it for ages.



Look at the laptop screen.

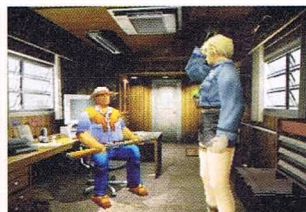
There is a virus on the computer. Read the white-board to find that someone called Yoshida has taken the magazine. Wait a minute... wasn't there some guy called Yoshida in the Sleeping Quarters? Make your way up there. They're on the next floor up - get there via the lift at the north end of the level. Get the Aeris magazine and read it. Now go back to the laboratory and input the right code.

The actual password is: MELISSAMAYA.

This means that the altered password must be: A3EILM2S2Y.

Enter the code and you'll be asked three questions. These are picked randomly, so you'll have to figure them out yourself. They're quite simple really. Once you've seen all that you need to, the phone will ring. Speak to Kyle and make your way up to the Pod Service Gantry on the next floor up. Talk

to Kyle, then go into the control room. Look at the cameras and change the status in each one - eg open the door and switch off the security system.



TOMB RAIDER II

...from Linda Hart, via email

I am nearly at the end of the Living Quarters level on *Tomb Raider II*. I am up to the bit where Lara goes along a corridor and she can step on a tile, which will then take her underwater to get a secret, or carry on to the end of the corridor till she comes upon a sloped ledge. She must stand at far to the left of the ledge as she can, then take a running jump and grab the opposite ledge, then shimmy right until she can hoist up and walk over to the columns.

I have no problem jumping and grabbing the opposite ledge, but under NO circumstances will she hoist up. Every time she stands up, she falls back down again. She has shimmied the ledge for hours but cannot stand up. Please help!!!



Goodness me, *Tomb Raider II*? Now there's a blast from the past and no mistake! My memory

is a little bit dim when it comes to games this old - we originally covered this one way back in issue 17, you know. However, I think I know the answer to your problem. You need to jump diagonally, turning left in the air to face the left of the pillar. You need to jump and grab the ledge quickly, before the tile you have landed on crumbles, then shimmy right and pull up.

There, that should see you through to the next part of the game, my dear.

HALF-LIFE

...from Andy Jobson, Derby

Can you please help me as I'm at my wits' end! I'm stuck on the very last level of *Half-Life*, and really do need your help! Can you get me through this last little bit of the game, as I'll be eternally grateful. Your mag is the greatest, and I buy it every month!

Thank for your kind words! Now, the Nihilanth is no pushover. It'll attack by releasing other creatures onto you, firing bolts of electricity, as well as throwing teleporters towards you. The teleporters will home in on you, so the only way to avoid being hit is to hide behind something.

The teleporters will take you to various different places, with both power-ups and monsters inside; it's best to avoid them if possible, though.

Wait to be dropped down to ground level at the start of the fight, then hide behind a spire and shoot the three yellow crystals high up on the wall - a single RPG shot should do the trick for each one. Once this is done, dodge the Nihilanth's attacks whilst making your way up to the top of the area you're in, by taking the jump pad to the highest platform. On there should be another pad and a Healing pool. Crouch in the pool and let the boss have it - fire everything you've got at his head, starting with your Gluon Gun. Eventually, the top of his head will open, exposing a fiery brain. Use the jump pad on your island to get up high enough to shoot it properly and, again, fire everything you have at it. Two RPGs (or their equivalent) should be enough, if you score direct hits. Once enough damage has been caused to the flame, the boss will start to spark electricity and die. Congratulations - you've just finished the game! The only thing left to do now is listen to the man in the suit decide your course of action and watch the credits roll.

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GT Workshop

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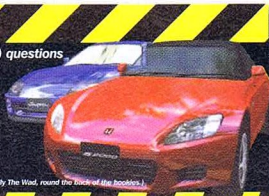
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GT QUESTIONS

Send your Gran Turismo (1, 2 or 3) questions (and any new tips) to:

GT Workshop,
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(Parts and labour not guaranteed. Finance available from Wally The Wad, round the back of the bookies.)



GT3 DECISION MAKING

...from Hamish McBeth, Glasgow

I just bought GT3 on Platinum but I'm have a hard time deciding which car to buy first. Can you give me any advice, as I don't want to waste my money.

There are a few tasty motors on offer but the pick of the bunch has to be the Mazda MX-5. It may be small but once it's tuned up it goes like you know what off a shovel.

GT Concept

EARLY BIRD

...from J Vorhees, Exeter

I couldn't wait for GT Concept to be released over here so I bought the Japanese import. It's really good but I was wondering if you have any cheats for it.

There aren't any cheats as such but there are a couple of things that unlock once you complete the game:

- 1) Ace difficulty mode in single races.
- 2) Toyota Pod Races.
- 3) 100,000,000,000 credits in GT3

You must have a Japanese copy of GT3 and a Japanese GT3 save game on your memory card

- 4) Two movies

Don't know if these work on the UK version, but when we know you'll know.

GT3 POINTS MEAN PRIZES

...from Scott Finsbury, Southampton

Could you do me a huge favour and print a list of all the prize cars you can win in the GT mode.

Cheers geezers!

You cheeky monkey, don't want much do ya? Take a butcher's hook in Databurst, in the very back of This mag.



GT2 SECRET TRACK

...from Trent Horlicks, Swanage

I've heard about a track called 'Motor Sports Land' in Gran Turismo 2. How do I get to race on this track?

This track is only playable in Time Trial an' the only way to get it is to unlock all the tracks in Arcade mode first or you can use these handy Xploder codes that Dodgy Dave gave me.

All Tracks Unlocked (Time Trial)

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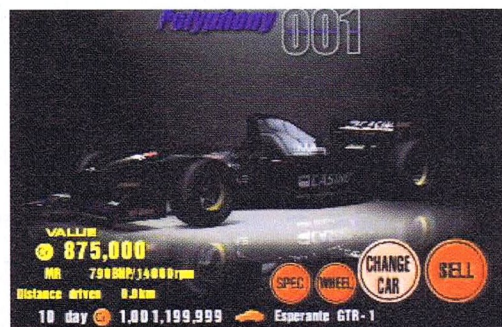
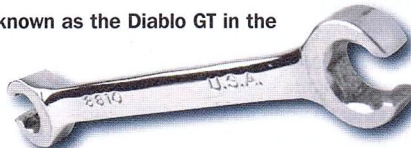
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GT3 DEVIL CAR

...from Juan King, Birmingham

I remember reading about a Lamborghini when GT3 came out. Now I've bought it on Platinum I was wondering if you could tell me how to get this fantastic car.

This lovely motor was known as the Diablo GT in the Japanese version but was removed for legal reasons for all other versions. My mate Dodgy Dave would've found a way round that!



GT3 IN IT TO WIN IT

...from Christopher Cushing, Ramsgate

I've won tons of races and keep checking my Game Status to see what percentage of the game I've completed, but it's still not very high. What do I have to do to get 100% or even close.

It's no picnic getting 100% but here's what you 'ave to do...

- Win first place in all races in Gran Turismo mode - and win the Series Race leagues, not just the individual races.
- Win first place in all 36 Single Races in Arcade mode, on Hard Level.
- Win first place in all ten Time Attack trials in Arcade mode. Pass all 48 Licence Tests (any ranking).

Game Status	
Complete	12.0 %
Prize Total	116,500
Wins / Races	25 / 76
Win Ratio	32 %
Licences Acquired	1 C 1 1 3 20
Cars Owned	2
Total Mileage	799.9 km
Total Car Value	28,140
Bonus Cars Acquired	5
Trophies Acquired	74



PUNTERS' TIPS

This is the bit where you lot can send in your top tips (and pictures of your trouble and strife, if you want) to the usual address. Unfortunately Dodgy Dave sold all the ones we had dahn the market. Get yer finkin' caps on and send us some more sharpish.



GAMESTATION

where it's never game over

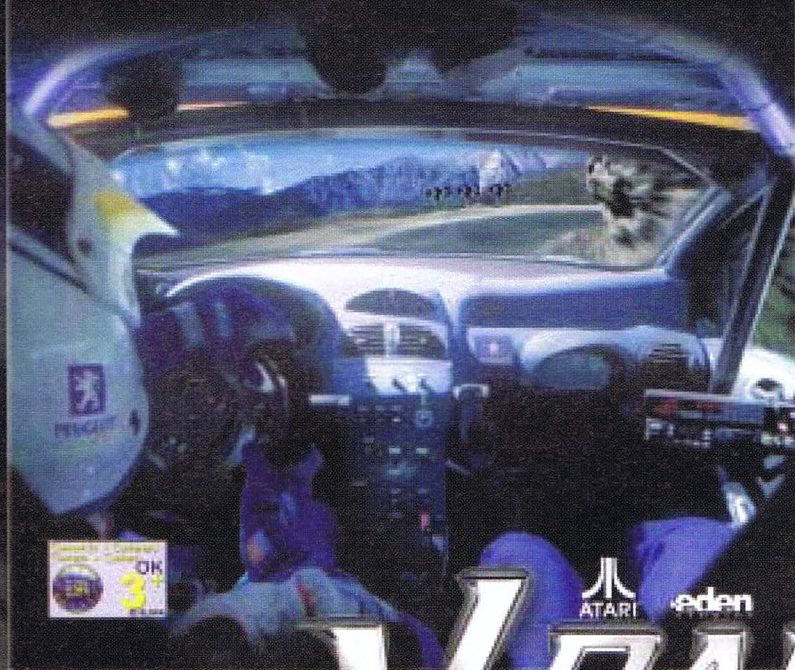
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PlayStation 2



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IN-HOUSE DESIGNER MICHELLE McDONOUGH

GTA WISEGUYS

Frankie sorts it.

Send your questions or cheats to:
GTA WiseGuys,
POWERSTATION,
Paragon House,
St Peter's Road,
Bournemouth,
BH1 2JS

AFTER LAST MONTH'S INTRO I HAD MORONS ASKIN' ME WHAT "GETTIN' MEDIEVAL" MEANS. WELL, IT INCLUDES HOT POKERS, BOILING OIL AND AN IRON MAIDEN - AND I AIN'T TALKING ABOUT THAT DUMB LIMEY ROCK BAND. IF YOU DON'T LIKE THE SOUND A THAT THEN YA BETTER NOT ASK ANY MORE STUPID QUESTIONS.

MAIL

Dear Frankie 'The Finger'

I'm having trouble with the Uzi money payphone mission in Shoreside Vale. Perhaps you can tell me where I'm going wrong. Finding the Purple Nines is turning out to be a bit of a problem. I am driving all around Wichita Gardens but they are extremely few and far between and, to make matters worse, when I kill one my tally doesn't decrease, WHY?

I am definitely shooting Purple Nines (there is no mistaken identity). Please help me as I'm going out of my mind.

Lee
Liverpool

I don't know what you're doing wrong pal, maybe you's colour blind and you ain't realised yet! There should be plenty of Purple Nines to waste, just look harder.

Dear Frankie

I was wondering, on GTA3 can you catch a taxi and get the driver to give you a lift without having to steal the car?

Secondly, I don't have a PS2 memory card so I can only have two cars at a time (one being driven and one in the garage) because I'm only at the start of the game. Is there a way to get more garages for cars?

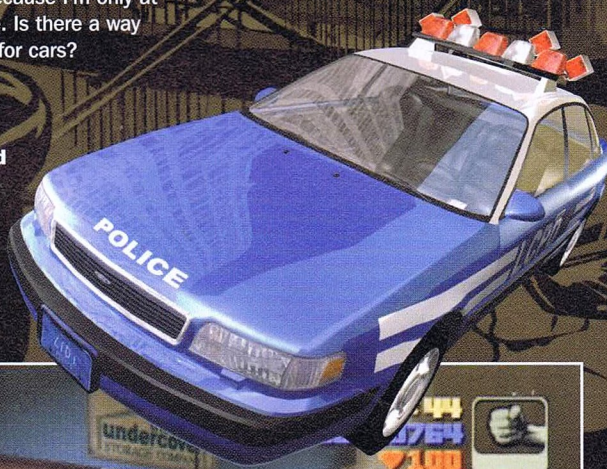
David Jackson
Wolverhampton



Why would you want to pay for a cab ride when you can just steal the car? If you don't want to steal

anything catch the train or walk, ya weirdo.

I think you better get yourself one a those memory things 'cause you ain't never gonna get anywhere without one, especially to the other garages in Shoreside Vale and Staunton Island.





DUMBASS...

Dear Frankie 'The Finger'
How did you get the nickname 'The Finger', do you only have one or something?
Peter Morgan, Chester

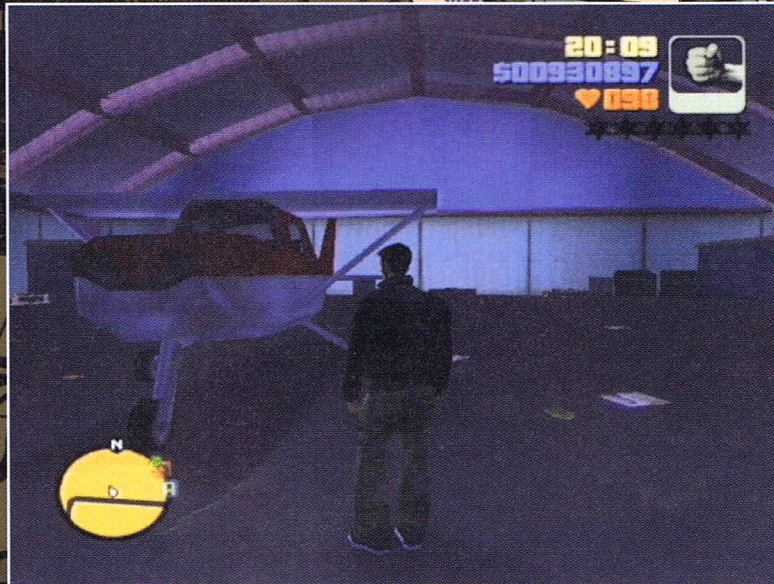
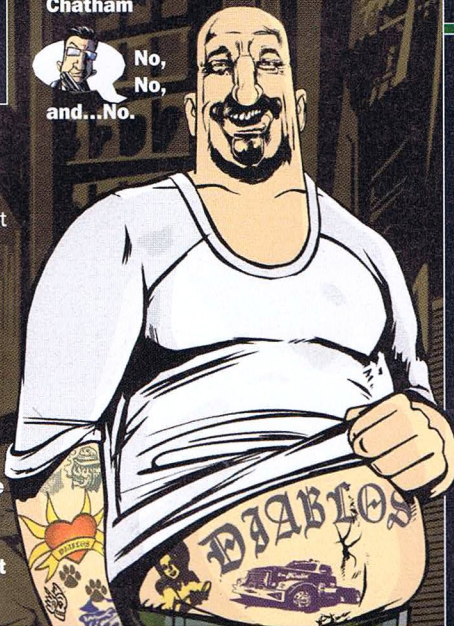
It's 'cause I give people who ask dumb questions, you guessed it... the finger.

Dear Mr Finger
I purchased GT43 and I need your help if you can. I've noticed that the Dodo's wings are missing. Is there a way to get them? Oh - by the way, is there a way to get into the helicopters? If so write back to me.
Luke Garnham
Guernsey

My secretary ain't feelin' too well at the moment and I ain't got the time to write my own letters to punks like you. There ain't no way to get wings on the Dodo, the DEA stole 'em all. You can't fly the helicopters either, so it looks like you're out a luck.

Dear Frankie
Could you give me a cheat to get different cars?
Please may I have a cheat to freeze all time?
Can you give me a cheat so that the LCPD are on my team?
Alexander Balchin
Chatham

No,
No,
and...No.



Dear Frankie
I really need information on how to do the following things:
THE BOMB DA BASE MISSION.

I need to find the Dodo and the Trashmaster for the Import/Export garage in Portland.

I would really appreciate it if you could solve my problems.

James Chapman
Northamptonshire

The best place to stand to pop some Cartel heads is on the stairs of the warehouse opposite. Make sure you shoot 'em quickly otherwise 8-Ball will be

sleeping with the fishes. The Dodo is at the airport in Shoreside Vale when you've done the Grand Theft Aero for Donald Love. There ain't no special place to find the Trashmaster, just follow the stink.



"BADA-BING!"

FRANKIE'S HOOKERS HANG-OUTS

When ya wanna take some time out and get jiggy with it you gotta take the lovely ladies of Liberty City somewhere secluded before they'll get it on. Each area of the city holds its own special spots where you can get down to business.

PORTLAND

Atlantic Quays - Drive onto one of the piers and the sea air will get the ladies in the mood.

Portland Beech - Go to the grassy area that's above the beach, just try not to get any grass stains on your pants.

Callahan Point - Go through the small tunnel to the pier for a beautiful view of the city lights.

Saint Marks - If you want something a little more sordid take 'em to the alley behind the crumbling building.

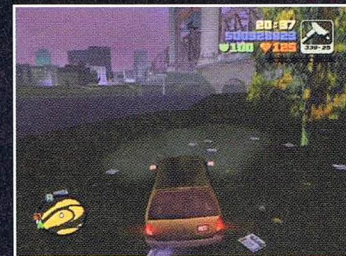
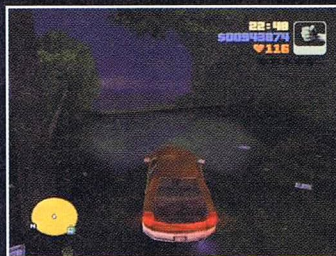
SHORESIDE VALE

Wichita Gardens - Go to the picnic area in order to get your just deserts.

Cochrane Dam - Park amongst the trees at the base of the dam, just try not to disturb the wildlife.

Francis International Airport - Go to the wooded area above the airport to make out in the shade.

Francis International Airport - Park in the woods next to the tunnel exit - just don't stop too near the edge or you might roll into the sea.



STAUNTON ISLAND

Bedford Point - Go to the end of the pier in order to get more seaside romance.

Newport - Go to the grassy area at the bottom of the hill leading to Asuka's apartment.

Fort Staunton - Go into the tunnel in the construction site for some grubby lovin'.

Belleville Park - A shady corner of the park will promise to hot things up.



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ANALOG
PAD



VIBRATION
FUNCTION



GUIDE WRITTEN BY: RUSSELL MURRAY

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CAN STAY ONE STEP
AHEAD OF THE ENEMY!

medal of honor: Frontline

the secrets

One of our top agents has breached security in Berlin to recover the following top-secret information right from under Hitler's nose! We can now exclusively reveal how to unlock all the medals, movies and more.

medals

To earn these you need to complete each campaign with Gold Medals for every mission. To get a Gold Medal, you need to finish the mission with 75 percent energy remaining and having shot 95 percent of the enemies.

REWARD	ACHIEVEMENT
Army Distinguished Service Medal	Complete D-Day with both Gold Medals
Army Commendation Medal	Complete A Storm In The Port with all Gold Medals
Soldiers Medal	Complete Needle In A Haystack with all Gold Medals
Dutch WWII Commemorative Cross	Complete Several Bridges Too Far with all Gold Medals
Legion of Merit	Complete Rolling Thunder with all Gold Medals
Distinguished Service Flying Cross	Complete The Horten's Nest with all Gold Medals
EA Los Angeles Medal of Valor	Complete The Horten's Nest with all Gold Medals
Silver Star	Complete The Horten's Nest with all Gold Medals
Distinguished Service Cross	Complete The Horten's Nest with all Gold Medals

movies

You'll unlock the campaign intro movies as you play through them. You'll need to complete the whole game to unlock the Making Of and History movies.

REWARD	ACHIEVEMENT
D-Day	Complete D-Day Missions
A Storm In The Port	Complete A Storm in the Port Missions
Needle In A Haystack	Complete Needle in a Haystack Missions
Several Bridges Too Far	Complete Several Bridges Too Far Missions
Rolling Thunder	Complete Rolling Thunder Missions



weapons & items

There's plenty of fire power to be playing with other than just that standard-issue pistol of yours - a wide range of both Allied and Nazi weaponry is available. In fact, whenever you take out a guard, be sure to collect his weapon. If you already have it you'll get an ammo boost, if not, you'll have a brand-new toy at your disposal. You just can't lose!

MELEE
Weapon Strike
Magazine: N/A
Available with all weapons (except for grenades and mounted guns) by hitting the R3 button. This is extremely powerful, but very risky and only works when you're right up close and personal with an enemy. If used from behind, it can usually kill enemies silently in one hit, perfect for avoiding detection. For maximum comedy effect, sneak up behind someone and try clobbering them with something huge like the Bazooka. They won't be getting up from that one...

pistols

Colt .45
Magazine: 7
Your basic starting weapon, it has little to no stopping power and is relatively weak, so when using it always aim for the head. A handy backup if you run out of ammo with your main weapon, but otherwise not much use.

Silenced Pistol
Magazine: 7
Same as the Colt .45, only a little weaker. This is the only way to take enemies down quietly from range, however, and as such is a valuable asset. Again, always aim for the head wherever possible.

Walther P38
Magazine: 8
Good power for a pistol, especially at close range. Normal pistol rules apply; go for headshots wherever possible and use cover well, especially if you're outnumbered.

rifles

M1 Garand
Magazine: 8
A decent enough rifle, you'll find yourself using this one quite a lot, particularly in the early stages of the game. Good power and accuracy, but the inability to reload the mid-clip can cause problems. Don't be afraid to fire off a few wasteful shots if it means you'll have a full clip for your next encounter; it's well worth it.

Springfield '03
Magazine: 5
Very powerful, but horribly slow reload times and a very limited clip mean that although handy in certain situations, the Sniper Rifle is too impractical for general use. Very useful for surveillance purposes, though: zoom in using on the D-pad while holding to scan the area, or use it to zoom right in for that precision headshot.

Gewehr 43
Magazine: 10
Less powerful than the Springfield, but this weapon excels in every other area. Reload times, clip size and fire rate are all superior to that of the other sniper rifle, but you'll need to be a pretty good shot to get the most out of it. Four levels of zoom mean it's that much easier than you may think to get those elusive headshots.

automatics

Thompson
Magazine: 20
The worst of all the machine guns, but that's not to say it's a bad weapon. Bullet power is quite weak and the small clip size of this ammo-guzzler means you'll be caught out while reloading a little more often than you might like. Short, concentrated bursts are the best thing to do, preferably aimed for the upper body or head for most damage.

MP40
Magazine: 32
A fairly powerful machine gun with a good rate of fire and a decent sized clip. There will always be lots of ammo lying around for this weapon, but then it isn't very stable when firing. You won't use this too much as it can be really difficult to hit a target with the gun almost flying from your grip as you fire.

StG-44
Magazine: 30
This is the meanest machine gun in the game and has incredible accuracy. The slow rate of fire makes it perfect for taking on groups of enemy soldiers and the large clip will also help in these battles. This is definitely the gun of choice once you have found one!

BAR
Magazine: 20
What it may lack in bullet capacity, it more than makes up for in brute force. This heavy machine gun packs a hell of a punch and although its fire rate may be a little slow, it really doesn't need it. One or two bullets should do the trick, as each has about the same power as the rifle. Just reload before venturing off into the unknown... its quite a time-consuming affair.

Mounted Gun
Magazine: Infinite
At certain points in the game, you will be sure to come across these highly useful weapons. Be it a commandeered Nazi outpost or an abandoned mounted Jeep gun, these weapons boast an unlimited supply of ammunition - so you'd better make sure you use as much as you need to clear all hostiles from your path. If you're running low on ammo yourself, you can sometimes lure other more distant enemies towards the mounted guns then blow them away. Now that's ammo conservation!

explosives

Mark II
Magazine: N/A
Your run-of-the-mill, average explosive grenade. Either tap to roll the grenade a short distance or hold the button down and release to throw it further and make it explode sooner. If you don't, those naughty Nazis have a tendency to kick them straight back at you, so be on your guard! Both this and the Steil Grenade explode immediately if they hit an enemy bang on (no pun intended), so you may wish to use that to your advantage.

SUPER CHEATS!

We've discovered the ultimate secret weapon: some special passwords to activate amazing cheat modes.

Just enter each password, then toggle the cheat on/off on the Bonus screen...

TPDOMOHTON

MOHton Torpedo Fire Photon Torpedoes instead of bullets

WHATYOUGET

Silver Bullet One shot kills

BULLETZAP

Bullet Shield Invincibility

URTHEMAN

Perfectionist Single shot kills you

GLASSJAW

Achilles Head Only head-shots kill

HABRDASHR

Men With Hats Germans wear strange hats or have big heads

LONGSHOT

Snipe-o-Rama All weapons have zoom ability



Steil Grenade
Magazine: N/A

Practically the same as the Mark II grenade. The main difference between them is the enemy reaction: rather than kick it back at you, they'll try to pick it up and throw it back.

Panzerschreck
Magazine: 1

As you would expect, the Panzerschreck is exceptionally powerful; land a rocket anywhere near an enemy and they'll be out like a light. The only problem with this weapon is the shield mounted on the barrel, which can obscure your view of the target!

Bazooka
Magazine: 1

The Allies' answer to the Panzerschreck rocket launcher. It is slow reloading, but can be used to devastating effect against tanks and groups of enemies. The lack of a shield is a bonus, making it much easier to see your target.

items

For the most part, items in this game either replenish your health or are collected as part of a mission objective. The latter will be dealt with as and when they are found in the walkthrough; everything else is covered here. Don't pick up health items unless you really need them, though... there's no point in wasting a whole Field Surgeon Pack if you've only taken a scratch! Just remember where they are and go back for them when you actually need them.

Medicinal Canteen
Restores about 10% of your health. These are sometimes dropped instead of ammo by defeated enemies, so be sure to check it out.

First Aid Kit
Restores about 25% of your health.

Field Surgeon Pack
Restores about 50% of your health.

YOUR FINEST HOUR

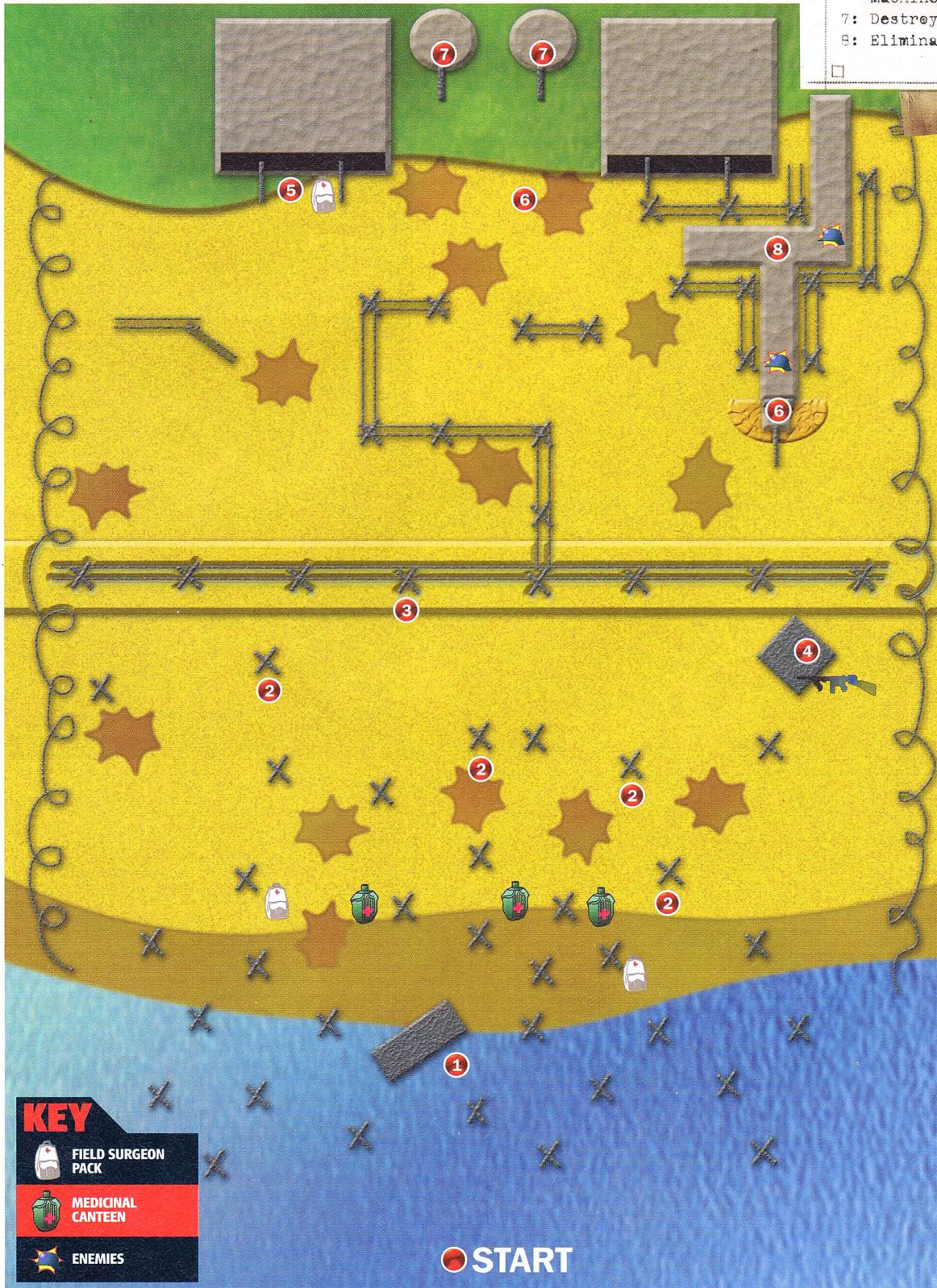
BEFORE YOU CAN TAKE ON THE GERMAN WAR MACHINE, YOU NEED TO SURVIVE THE BEACH LANDING AND TAKE OUT THE BUNKERS ON THE CLIFFS. GOOD LUCK SOLDIER, YOU ARE ABOUT TO ENTER THE WAR!

Prologue D-day

Your Finest Hour

OBJECTIVES:

- 1: Meet the Captain on shore
- 2: Rescue four pinned down squad members
- 3: Rejoin squad at shingle embankment
- 4: Rescue engineer at end of embankment
- 5: Rendezvous with your captain at base of the bunker
- 6: Cross the minefield and man machine gun
- 7: Destroy MG Nests on ridge
- 8: Eliminate enemy soldiers in trench



Your boat has been sunk and you are thrown into the water a short way from the shore. Before you can take on the Nazis, you must first locate your captain who is waiting beside a damaged boat just to your left. Quickly head over there and listen carefully while he explains your next objective.



There are four members of your squad scattered across the beach coming under heavy fire from the bunkers. Use the map to locate them, then quickly get over to them and fire a few shots at the bunkers so they can make a dash for





the safety of the sea wall. Use your **R1** button to bring up a crosshair and then unleash a few well-placed shots to stop the guns in the large towers.



Once all four guys have been rescued, head up to the sea wall and join the rest of your squad. Keep your head down to avoid the fire coming from the bunkers and collect any extra health on the way. Speak to the captain to get your orders.



In order to get past the barbed wire, you need to find the engineer who has the Bangalore. Keep your head down and dash along the sea wall to the small fence, then provide some covering fire to enable the engineer to make a dash along the embankment. Fire a few shots at the bunker, then follow the engineer back to the captain, firing all the time. The engineer can now blast through the sea wall so stand clear and watch the blast.



listen up, soldier!

There are no enemy soldiers on the beach, so your main objective is to stay alive. Look for cover in the craters and also try to keep your head down to avoid getting shot from the bunkers.



**new weapon...
thompson**

Behind the small fence where the engineer is hiding, you can find a Thompson machine gun. The magazine holds 20 bullets and the gun fires much faster than your M1 Garand. Use it against the bunkers to enable you to shoot on the run.



As soon as the barbed wire has been cleared, dash through the hole and charge up the beach, using the craters for a little cover. There are no enemy soldiers on the ground, so keep running and meet the captain in front of the huge bunker on the left.



In order to get the squad safely into the bunker, you are required to dash across the minefield and take control of the machine gun. Wait for your friends to give you some cover, then dash across the sand, moving from crater to crater to avoid any mines. Once safely on the other side, walk into the trench and blast the waiting Nazis with your Thompson. Now climb the ladder up to the machine gun and press **X** to take control of the gun.

[**E**] **Objective 8]**



You have unlimited ammunition for this huge gun, so turn around and start blasting. Take out all of the enemy soldiers that creep up the trench behind you, and keep firing until you get the message indicating that they have all been eliminated. You must take out the soldiers first as they will keep shooting you in the back.

[**E**] **Objective 7]**



With the trench clear you can now turn your gun onto the two MG Nests in between the two large bunkers. Keep firing until they explode, then drop down from the turret and wait in the trench for the rest of your squad to arrive.



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Army Men: Lock & Load	F. Fantasy 6,7,8,9 & 10	S Palmer's Snowboarder	
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D. Nukem: L. of Babes	LMA Man '01 & '02	Star Wars: Jedi S'fighter	
Dark Cloud	Martian Gothic	Star Wars: Phantom M.	
Dave Mirra 1 & 2	Mat Hoffman's Pro BMX	Star Wars: Racer Rev	
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INTO THE BREACH

TO ENABLE THE REST OF THE TROOPS TO LAND SAFELY, YOU MUST NOW ENTER THE ENEMY BUNKER. WATCH OUT AS THE PLACE IS CRAWLING WITH ENEMY SOLDIERS!



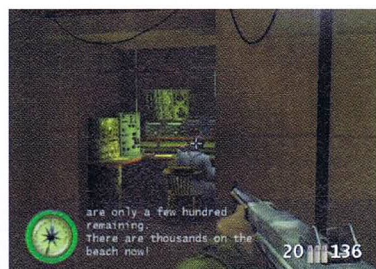
Listen to the advice from your captain, then select your Thompson and walk forwards to the corner.

Fire a few shots at the barrels at the bottom of the slope to make them explode, taking out the machine gunner in the window. Dash down the slope into the bunker, then follow the passage and turn the corner, killing the guard on the right with a few well-placed shots. Head into the room on the right and kill the soldier behind the barrels, then stick your head around the corner to blast the guy in the corner. With the bunker clear, you can now use the machine gun to slaughter the enemy soldiers that charge down the slope.



Kill the guard that falls down the steps, then climb the stairs and follow the passage to the end. Quickly turn

the corner and kill the guard at the top of the next staircase, then continue up the steps to the top. Move to the right and blast the enemy soldier in the small radio room, then fire a few shots at the equipment on the desk to disable it permanently.



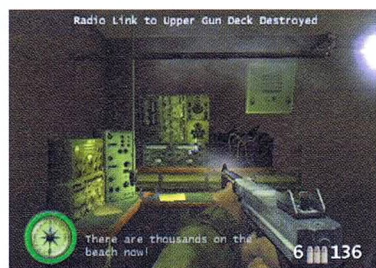
Walk back along the corridor and around the corner, then take out the enemy soldier hiding behind the overturned desk. Enter the room and blast another soldier to the right, then take out the guard in the next small room. Climb the ladder up to the next floor, then take out the guard sitting in the corner with a well-placed headshot. Approach the corridor and kill the guard waiting by the corner, then watch out for a grenade being dropped through the hatch. Move forwards into the next room and kill another guard beside the shelves, then collect the ammunition and walk into the tunnel on the left. Quickly kill the soldiers ahead, then search the crates on the left to find the smoke grenades.

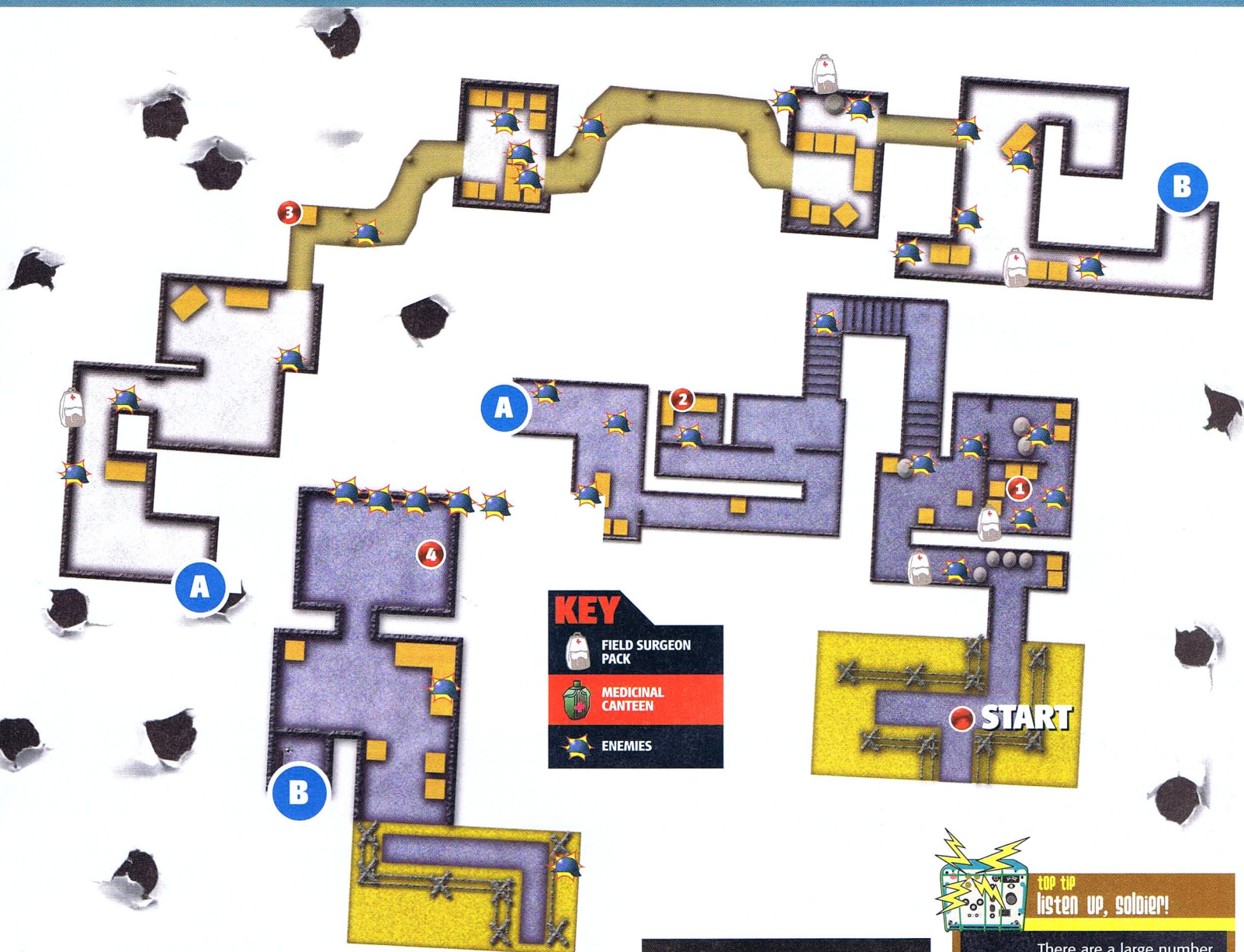


Continue along the tunnel to the end and kill some more guards hiding behind the crates. Search the room for any extra ammunition, then head into the next tunnel and kill another enemy soldier around the corner.

Run to the end into another room filled with crates, then duck down and take a look through the hole to see two enemy soldiers having a rest.

Target the barrel and fire a few shots to make it explode, then search the debris for more health. Use the crates to provide a little cover and fire at the guards at the far end of the next corridor. When they are dead, run along the passage and kill some more enemy soldiers on the right. Search





the small storeroom for some more ammo and a Field Surgeon Pack, then follow the corridor and climb the ladder up to the top.

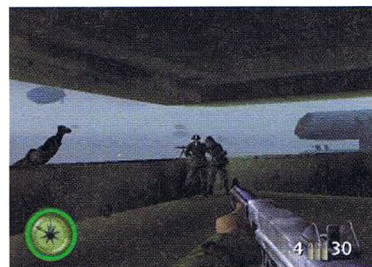
Take careful aim and kill the guard beside the radio with a bullet to the brain, then destroy the radio equipment. Open the door on the left to reach the

Upper Gun deck, then kill all the enemy soldiers as quickly as possible. When the area is clear, look over to the second bunker and kill the gunners. Wait for your captain to plant his smoke grenade, then leave a smoker in the centre of the gun deck and leave through the door at the back of the bunker.



top tip
listen up, soldier!

There are a large number of barrels scattered around the bunker that can be used to kill enemy soldiers. Look for stupid Nazis standing near these barrels and fire a few shots to blow them to tiny pieces.



Seaside Stowaway

A GERMAN U-BOAT HAS BEEN SPOTTED IN THE PORT CITY OF ST MATHIEU AND YOU HAVE TO FIND A WAY TO GET ONBOARD. LOOK OUT, AS THE STREETS ARE FULL OF NAZI SOLDIERS AND EVEN A FEW TANKS.

Objective 1

Dropped into the woods just outside of town you must find a small box left by the Resistance. Search behind the crates in the corner to find this information.



Objective 2

Walk down the path to the road, then turn left and follow the Jeep to the edge of town. The Jeep crashes and most of the troops are killed, so dash forwards and take control of the machine gun on the back. Spray the area with bullets to kill all the German soldiers, then search for extra ammo and grenades. Go up the street, fighting the enemy, then enter the alley on the left and walk through the demolished buildings. Walk through the door on the left, then duck down and squeeze through the hole in the wall and walk out onto the street where US marines are battling to cross the bridge. Head towards the bridge and wait for the tank to fire a shell, then make a dash over and into the building on the right. Take out all the Nazis in this area, then use the machine gun in front of the bridge to blast the undercarriage of the tank, disabling it. Continue up the road and into the demolished church, then climb the ladder to the top and take control of the machine gun. Shoot all the German troops to clear a path.



Objective 3

Leave the tower and head left to the end of the road, then kill the guard in the corner.

Turn around and take out the duo of Nazi soldiers in the alley, then enter the house at the end of the alley to discover a medical kit. Head up the road and around the corner, fighting more Nazis, then enter the house on the left and blast the Guards in the courtyard using the gate for cover. Crawl through the hole in the wall on the left and out into the courtyard, then kill any more guards in the area.

Enter the barn for some more ammo and a Field Surgeon Pack, then walk under the arch and up the road where you'll find a disabled German Tank. Head into the demolished building directly ahead, then crawl under the rubble into a small alley. Follow the passage to another doorway, then take out the German Soldier interrogating one of your friends. Collect the ammo in the room, then search the wall beside the door to find the Submarine Fuelling Roster.



Objective 4

Exit the house and quickly kill the three German soldiers manning the Machine Gun, then search the alcove nearby for some extra health. Continue up the road a few steps, then look to your left to spot some barrels beside a wall. Take aim and blast the red barrel to start an explosion, which will rip a hole in the wall leading to the docks.

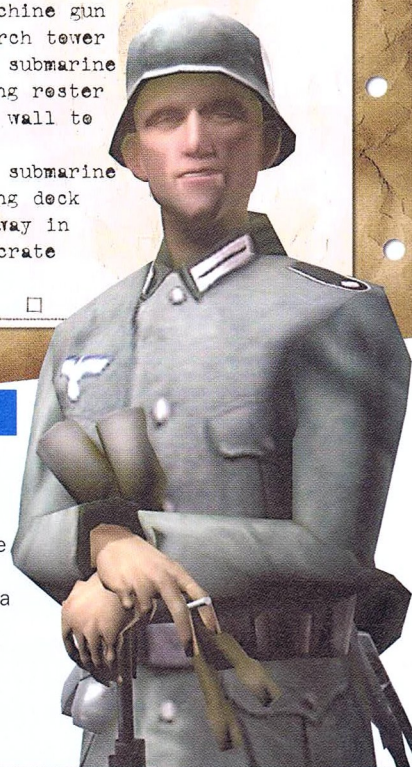


Area 1-Mission 1

Seaside Stowaway

OBJECTIVES:

- 1: Collect Resistance drop at insertion point
- 2: Man machine gun in church tower
- 3: Secure submarine fuelling roster
- 4: Breach wall to docks
- 5: Locate submarine fuelling deck
- 6: Stow away in cargo crate





Objective 5 Walk through the hole in the wall and shoot the German Soldier ahead, then walk forwards and follow the path down to the road ahead. Quickly jump into the nest on the right, then use the Machine Gun to take out all the German troops at the end of the road. Now dash along the road, collecting the ammo, where you'll find the fuelling dock.



Objective 6 The submarine is waiting to be refuelled and you have to find a way to get onboard. Head behind the truck and through the gate, then climb inside the open crate and wait to be loaded onto the sub.



KEY

 ENEMIES

 MEDICAL KIT

 MEDICINAL CANTEN

 FIELD SURGEON PACK

 GRENADES

Special Cargo

LUCKILY NO-ONE NOTICED YOU HIDING INSIDE THE CRATE AND YOU HAVE BEEN SAFELY LOADED ONTO THE GERMAN U-BOAT. NOW YOU MUST CAUSE AS MUCH DESTRUCTION AS POSSIBLE BEFORE ARRIVING AT THE SHIPYARDS.

Objective 1

Kick open the crate and quickly kill the two guards in the storage area, then search the room to grab a new weapon, the MP40, and a good supply of ammunition. Open the door and proceed through the ship, killing more soldiers in the corridor and the canteen. Look out for the knife-throwing chef and continue through the galley, then operate the valve on the wall to shut off the steam in the doorway. Shoot the guard in the mist-filled room, then dash through and open the door on the far side to discover the Engine room. Quickly use your MP40 to kill the waiting guards, then plant your explosives on the boiler at the end. Stand back and watch the blast, which will destroy the engines and blow a hole in the wall.



Area 1-Mission 2

Special Cargo

OBJECTIVES:

- 1: Sabotage U-boat engines
- 2: Set explosives in Aft Torpedo room
- 3: Disable radio communication
- 4: Set explosives in Fore Torpedo room
- 5: Find Enigma Code book
- 6: Escape through the exit hatch

new weapon... thompson



The MP40 is a fast firing machine gun, used by the enemy soldiers. The magazine holds 32 rounds, making this an excellent weapon for combat. You will also find plenty of ammo for this new weapon lying around the U-boat.

Objective 2

Crawl through the hole and follow the tunnel to the end, then climb the ladder and shoot the grate to enter the top floor of the sub. Blast the two guards near the door, then plant some timed explosives on the torpedoes. These will detonate once you have escaped the confines of the U-boat.



Objective 3

Open the door ahead and kill all the soldiers in the sleeping quarters, then grab the Medicinal Canisters on the bunks. Open the next door and kill the soldiers in the control room, then continue through the next door and shoot the guy at the desk with a well-placed bullet to the head. You can now fire a few rounds into the radio equipment to destroy it.



Objective 4

Walk around the corner and kill some more soldiers in the commander's barracks, then walk towards the door at the end. Quickly take out the guy that emerges from the toilet, then enter the door and blast the soldiers guarding the torpedoes. Now set another timed explosive on the control system at the far end of the room.



Objective 5

Head back to the commander's barracks and shoot the U-boat captain as he emerges from his small cabin. Once he is dead, walk into his room and search the bedside cabinet to find the Enigma Code book.

Objective 6

With the ship empty of enemies and all set to blow, you can make your way back to the control room and climb the ladder to exit the sub.



KEY

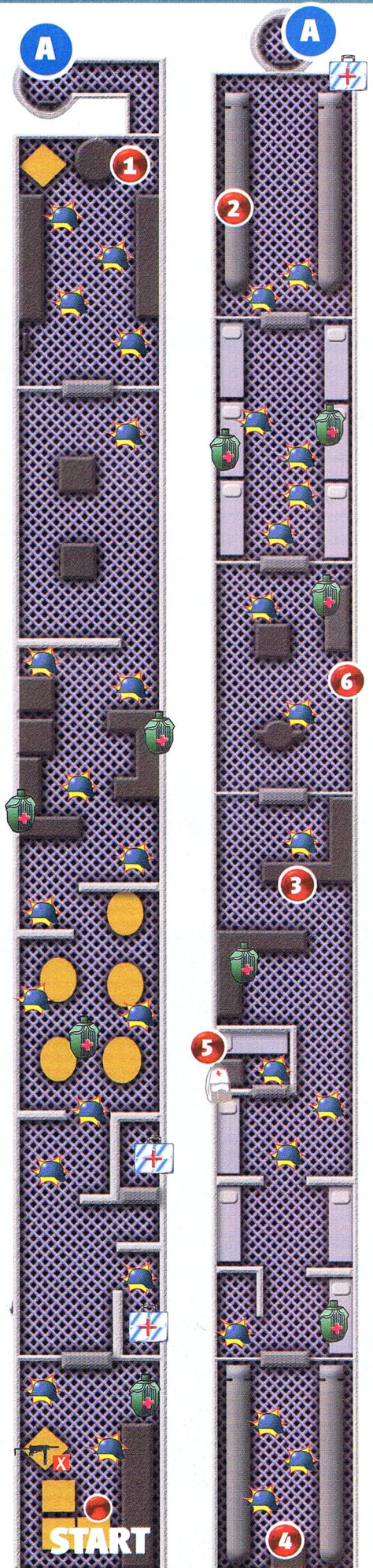
ENEMIES

MEDICAL KIT

MEDICINAL CANTEN

FIELD SURGEON PACK

GRENADES



MEDAL OF HONOR

> AREA 1: A STORM IN THE PORT

eye of the storm

YOU HAVE ARRIVED IN THE SHIPYARDS AND MUST NOW TRY TO STOP THE PRODUCTION OF GERMAN U-BOATS. LOOK OUT FOR GUARDS ON TOP OF THE TOWERS AND USE YOUR NEW SNIPER RIFLE TO TAKE THEM OUT!

Objective 1

Collect the grenades near the drop-off point, then shoot the two dockworkers near the crates. Take aim and take out the German sniper in the tower ahead, then move forwards towards the white shed. Kill another Nazi soldier on your left, then make your way round to the stairs and climb up to the top. Climb the ladder to the rooftop, and then quickly kill the waiting troops using your MP40. Dash across the bridge to the next roof, then open the case in the corner to find the sniper rifle left by the Resistance.

Objective 2

Use the sniper rifle to take out the guards on the roof opposite, then head back to the ladder and drop down to the docks. Use the nearby crates for cover, then kill all the enemy guards that charge in to attack. When they are dead, move towards the corner and blast the soldiers on the huge boat ahead, collecting any ammo dropped by the fallen guards.

Move down to the road between the two warehouses, then turn to the right and kill the guards by the car. Follow the road to the end, then kill some more guards waiting around the corner. Dash down the stairs and use your Springfield rifle to kill the enemy soldiers waiting in the mist, then climb the stairs and walk forwards towards the second U-boat pen. Next you must take out the guard on top of the

train, and then kill the man standing on the bridge. Look right to spot some more Nazi Guards on the U-boat in the dock, then kill them with your sniper rifle. Follow the train carriages and walk around the

corner, then climb the ladder to reach the rooftop overlooking the dock. Kill some more Nazi soldiers on the roof, then follow the path to the end and drop down through the hole in the floor.

Area 1-Mission 3

Eye Of The Storm

OBJECTIVES:

- 1: Find Resistance's weapons cache
- 2: Find rooftop hatch near U-boat pen 2
- 3: Destroy supply trucks
- 4: Acquire deployment roster
- 5: Infiltrate wet decks facility

A

KEY

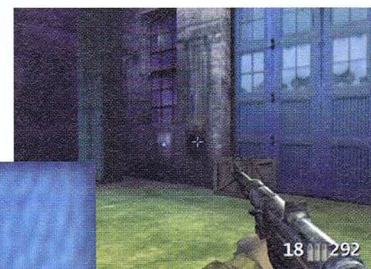
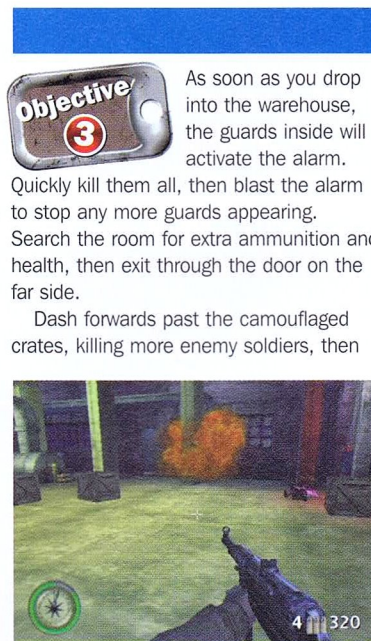
- ENEMIES
- MEDICAL KIT
- MEDICINAL CANTEN
- FIELD SURGEON PACK
- GRENADES

START

Objective 3

As soon as you drop into the warehouse, the guards inside will activate the alarm. Quickly kill them all, then blast the alarm to stop any more guards appearing. Search the room for extra ammunition and health, then exit through the door on the far side.

Dash forwards past the camouflaged crates, killing more enemy soldiers, then



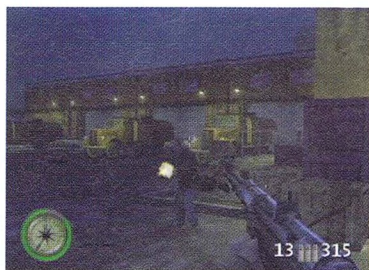


new weapon... sniper rifle springfield '09

The Resistance has left a new rifle on the rooftops, which can make killing the guards on the towers much easier. Press **R1** to bring up the sight, then press **↑** and **↓** on the D-pad to zoom in and out.

make your way past the next warehouse to the road. Use your sniper rifle to take out the guard on the tower, then follow the road towards the loading area where all the trucks are parked. Kill the nearby guards and workers, then plant the explosives onto the front of the three trucks.

After grabbing the deployment roster from the Warehouse [**Objective 4**], the last truck will pull up near the loading bay and you can plant the final charge to destroy it.



Objective 4

When the three trucks have been destroyed, the Warehouse doors will open and a group of guards will open fire. Quickly kill them with your MP40, then dash inside and blast the alarm to stop the sirens. Enter the passage at the back and kill another waiting guard, then follow the corridor to the right and enter the office at the end. Kill the Nazi behind the desk, then search the corner of the desk to grab the deployment roster.



Objective 5

Once the final truck has been destroyed, the explosion will cause the scaffolding above to collapse. Jump onto the crates using the **△** button, then walk up the fallen scaffold to reach the rooftops. Walk forwards and drop down onto the crates on the other side to infiltrate the wet docks facility and complete your mission.



TOP TIP listen up, soldier!

You don't want to use all the health pick-ups immediately, so save them and remember where they are so that you can collect them later. In order to get a gold medal, you'll need to complete the mission with at least 75% health remaining.



A CHANCE MEETING

YOU HAVE MANAGED TO GET INSIDE THE U-BOAT PRODUCTION FACILITY AND MUST NOW MAKE THE GERMANS PAY FOR THEIR LAX SECURITY. CAUSE AS MUCH DAMAGE AS POSSIBLE AND ENSURE THAT NO MORE SUBS WILL BE LEAVING THIS FACILITY.



Quickly drop down off the crates and kill the German soldiers that move in to attack.

When they are dead, head forwards along the path towards the train station, killing another load of guards hiding on the platform. Search the area for extra ammunition, then activate the lever beside the track to move the last carriage towards the gate. Jump on and take control of the machine gun on the back, then mow down all the enemy soldiers in the next area.

Walk forwards and blast the troops on the back of the trucks, then proceed towards the dock at the far end. Quickly kill the Germans on the left and try to ensure they do not reach the machine gun nest in the centre. When they are dead, head around the corner and locate the entrance to the warehouse. Use your sniper rifle to kill the guys inside, then walk to the end of the passage and open

the door. Blast the engineers with your MP40, then attach explosives to the three engines and stand well back to watch the explosion.



Area 1-Mission 4

A Chance Meeting

OBJECTIVES:

- 1: Sabotage engines in the research facility
- 2: Acquire engine blueprints
- 3: Infiltrate U-boat bunker
- 4: Destroy all U-boats
- 5: Blow up fuel depot
- 6: Find deck gates



Quickly kill the guards that arrive to investigate, then grab the Field Surgeon

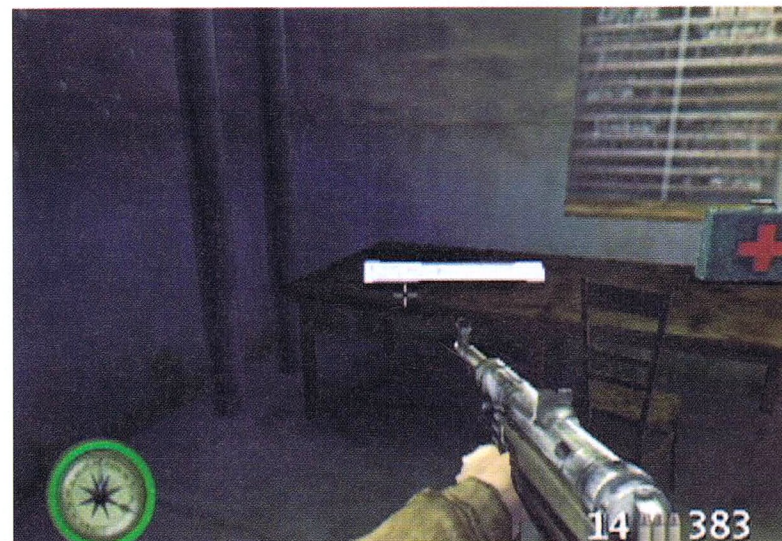
Pack from the table in the corner. Proceed along the passage, killing more Nazi troops, then turn the corner and take out the guys in the small storage area. Head into the room at the end and shoot some Nazi scientists, then search the table in the corner to collect the engine blueprints.

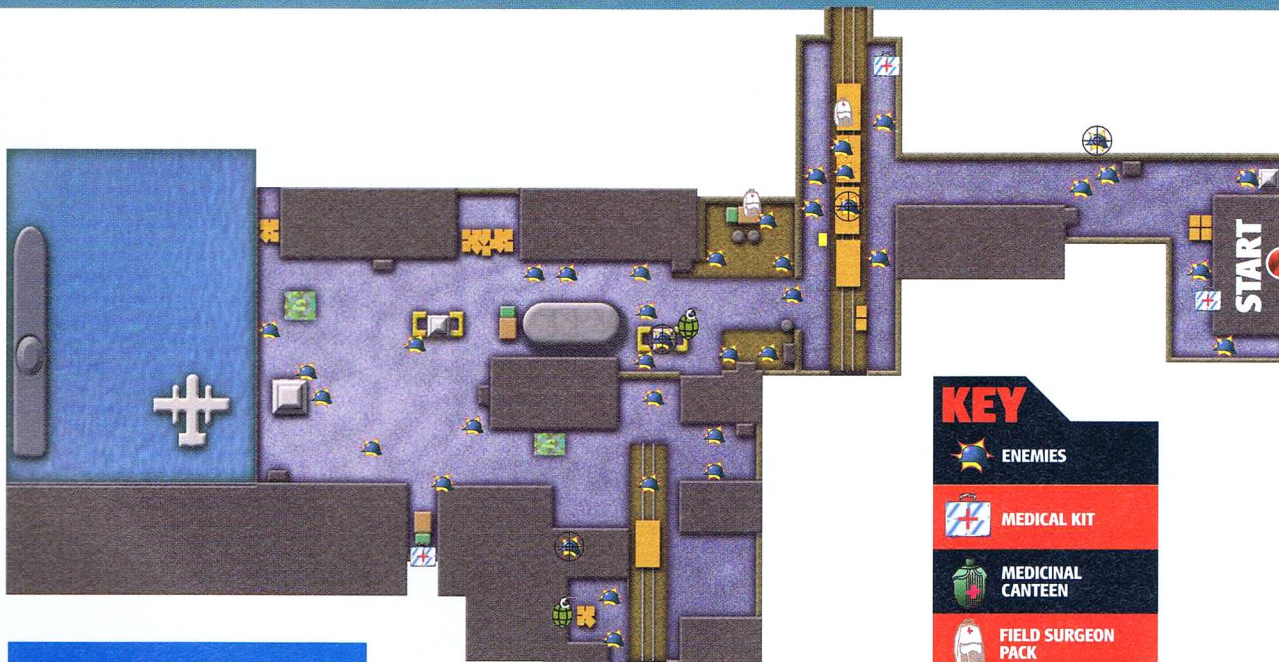


Turn to the right and blast the guard that walks through the door, then follow the

corridor to the end. Defeat the Nazi scientists and guards in the next room, then search the scaffolding for extra health and ammunition. Climb the stairs to the top and follow the passage to the room at the end, then kill another German soldier and search the room for ammo.

Head back to the top of the stairs and blast the grill on the wall, then drop to your knees and crawl through the hole. Use your sniper rifle to kill the Germans in the next room, then continue along the tunnel and blast through the grill at the other end. Walk out onto the balcony and blast more Nazi troops in the room below, then dash around the balcony and along the next corridor to the end. Turn the corner and continue to follow the passage and then kill the Nazis in the room at the end. Blast the alarm to stop the sirens and look through the window to find the U-boat bunker.





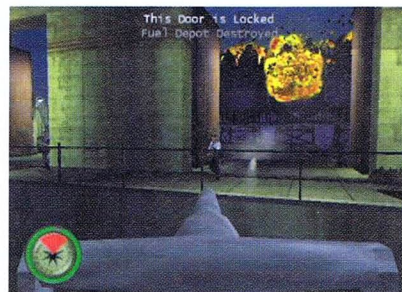
Objective 4

Activate the control panel in front of you and watch as a torpedo is dropped onto the deck. This blast will sink the first boat and also alert the nearby guards. Turn around and head back up the corridor blasting some more enemy troops, then enter the door ahead and walk down the stairs to the docks. Kill the remaining guards in the area, then search around for ammunition and health. Walk down the far side of the docks and up the stairs, then blast some more German troops in the corridor at the top. Dash to the far end of the passage and up some steps, then use your sniper rifle to kill the troops beside the second U-boat. Use the ladder to climb down to the docks, then walk forwards and onto the German U-boat. Take control of the huge deck cannon, then start blasting all the barrels and crates at the end of the docks [see **Objective 5**]. When all the Nazi troops are dead, walk around the other side of the docks and then plant the explosives on the torpedoes on the front of the U-boat.



Objective 5

When the large doors open in the second U-boat pen, use the deck cannon on the sub to blast the troops pouring in through the gates. Now turn the cannon on the huge fuel stores at the back of the area and you will complete another of your objectives.



Objective 6

Dash away from the second boat in order to avoid taking damage in the blast, then head through the door towards the burning fuel depot. Approach the gates on your left and you can leave the area having completed your mission.

KEY

ENEMIES

MEDICAL KIT

MEDICINAL CANTEN

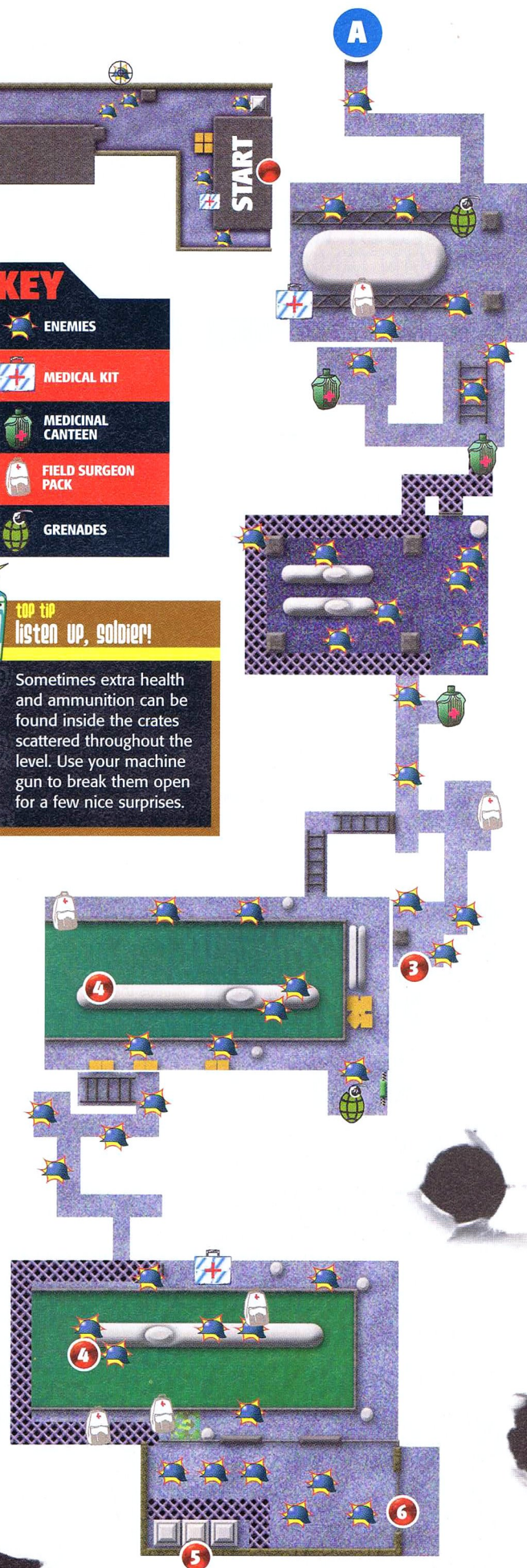
FIELD SURGEON PACK

GRENADES



top tip listen up, soldier!

Sometimes extra health and ammunition can be found inside the crates scattered throughout the level. Use your machine gun to break them open for a few nice surprises.



ROUGH LANDING

YOU ARE DROPPED INTO THE DUTCH COUNTRYSIDE NEAR THE TOWN OF KLEVEBURG. YOU MUST MAKE YOUR WAY TO THE TOWN AND ASSIST CORPORAL BARNES BY WATCHING HIS BACK WHILE HE DESTROYS A GERMAN TANK UNIT IN THE AREA. BE CAREFUL!



Corporal Barnes is a well-trained explosives expert and is tagging along to take care of any German Tanks

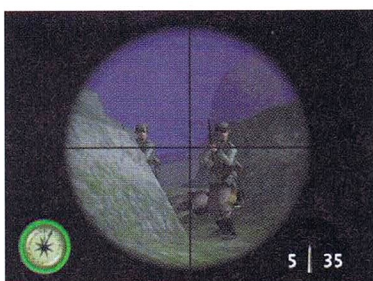
that are in the area. Start by moving past the nearby house and along the road, taking out the German soldiers patrolling the area. Use your sniper rifle to kill some more Nazi troops near the second windmill, then carefully move to the right to get a good view of the tank just ahead. Kill the guards beside it, then move forwards slowly and look out for enemy troops approaching from the bridge on the left.

Once Corporal Barnes has destroyed the tank, search the small huts nearby for extra health and then cross the bridge. Another friendly soldier is waiting for you on the other side and he will happily join your team for this mission. Continue along the road, blasting any enemy patrols, then carefully cross the bridge into a small

clearing with houses. Watch out for enemy troops in this area and take them all down with a little help from your trigger-happy comrades. Corporal Barnes will destroy another tank behind the house on the right, then you can cross the next bridge and continue along the road. Use your sniper rifle to take out the enemy troops by the two large buildings in the next clearing, then move to the right to avoid getting too close to the tank on the bridge ahead [see **Objective 2**].

After collecting the kerosene, follow the path through the trees and then use your sniper rifle again to fell the troops guarding the tank. When they are dead, Barnes will dispose of the tank on the bridge and you can search the area for extra ammunition. More troops wait on the next section of road, but with a good aim you should see them off without difficulty. Take care when approaching the next large clearing and keep your eyes open for enemy soldiers appearing behind the huge grass mounds. When these guys are dead, quickly take out the guards beside the tank in the hay barn to the left, then wait for Corporal Barnes to set the explosives. Move forwards and take out the sniper on the windmill at the back of the clearing, then check the area for any other Nazi forces that may appear.

When the area is clear, follow the next road, taking out more enemy troops, then use your sniper rifle again to kill the guards beside the houses in the next clearing. Stay back while your friends



Area 2: Mission 1

rough landing

OBJECTIVES:

- 1: Protect Corporal Barnes as he destroys tanks
- 2: Find kerosene
- 3: Create distraction to open city gates

charge in and use your rifle to kill any more guards that appear, then move forwards slowly and operate the Nebelwerfer beside the houses to destroy the tank on the other side of the lake. Watch out for troops sneaking up behind you, then follow the short road into another large clearing. Look out for mortar and tank fire coming from the far end of the clearing and dash to safe cover behind the large haystack in the centre. Carefully snipe the Nazis controlling the mortars, then kill any other German troops that are protecting the tank. Corporal Barnes can now set the charges and destroy the last remaining tank.



top tip listen up, soldier!

There are a large number of enemy tanks in this area and all are fully operational. Take care when entering any clearing as they will open fire and the huge shells can be extremely detrimental to your health. Try to stay behind cover until Corporal Barnes has detonated the explosives.

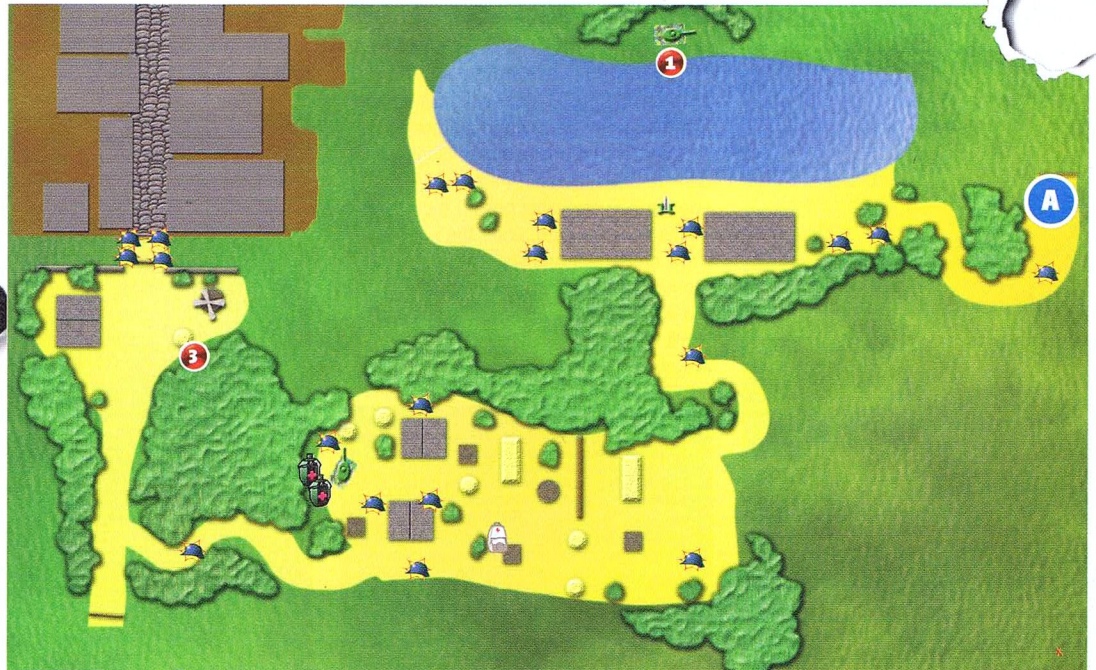
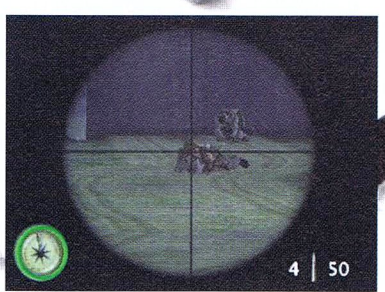
Objective 2

When you reach the second clearing with two large buildings, move to the right and take up a position opposite the wooden platform. You can see a campfire in the forest, but if you use your sniper rifle you can clearly see a group of Nazi soldier having a break. Take them out from a distance, then cross the bridge and search beside the campfire to collect the kerosene.



Objective 3

You are almost at the town of Kleveburg, so walk down the road and approach the buildings outside the main gates. Walk over to the haystack just in front of the windmill, then use the kerosene to start a fire. This will attract the guards inside the gate, so move back to the edge of the clearing and use your sniper rifle to kill them all. You can now walk through the gates and into the town.



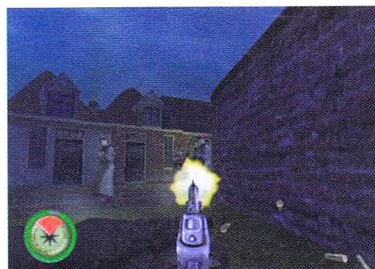
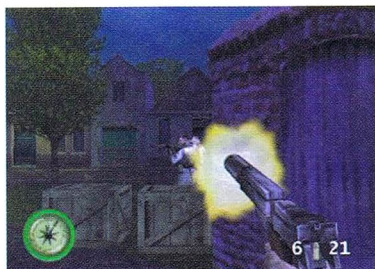
the golden lion

KLEVEBURG IS FULL OF GERMAN SOLDIERS AND THE RESISTANCE WON'T HELP UNTIL YOU HAVE PROVEN YOURSELF WORTHY. LOOK OUT FOR A TOOLBOX AND REALLY PUT A SPANNER IN THE WORKS!

Objective 1

Move forwards along the alley and quickly kill the two German soldiers manning the machine gun. Take control of the weapon and splatter the other troops in the area, then collect all the ammunition left behind and walk over to the road. Turn right and walk to the end, then throw a grenade through the gate on the left to kill some more Nazi troops.

Use your sniper rifle to kill the soldier on the far side of the river, then walk towards the water and battle a patrol as they cross the bridge. Take out the sniper on the building opposite, then cross the bridge and enter the small alley next to the large locked gates. Use your sniper rifle to destroy the alarm in the small wooden hut, then quickly kill the German soldiers protecting the motor pool. Walk towards the vehicles and through the gate on the left, then search the table to locate the toolbox.



Objective 2

Open the boot of the nearby vehicle and use your tools to wreck the engine, then search under the bonnet for some extra ammunition and a medical kit. Return to the motor pool and use the wrench to sabotage the other two cars, then crouch down and drain the oil from the truck to put it out of action as well.



Objective 3

Leave the motor pool and return to the river, then use your sniper rifle to take out another Nazi patrol. Continue along the bank towards the end, then kill another pair of guards behind the crates near the gate. Enter the close on the left and walk into the nearby alley, then follow it to the end. Enter the door on the left and you'll find the garage where the Resistance driver is waiting.



Objective 4

The driver refuses to move until the area has been cleared of German soldiers, so move forwards into the square and kill all the soldiers you can see. Pay attention to the rooftops and windows as there are plenty of Nazi snipers here. When they are all killed, destroy the alarm in the small hut near the gate. Use your wrench to disable the three Nazi vehicles in the square, then return to the truck and climb into the back. The driver will take you to the next area, and while you are moving you can shoot some more Nazi soldiers from your position on the back of the truck.

When you arrive in front of the cathedral, switch to your sniper rifle and take out the guard on the cathedral steps. Aim slightly to the right next and quickly shoot the guy in the small hut before he can activate the alarm. Now take a couple of shots to destroy the alarm and move forwards into the square to take out any remaining German



Area 2: Mission 2 The Golden Lion

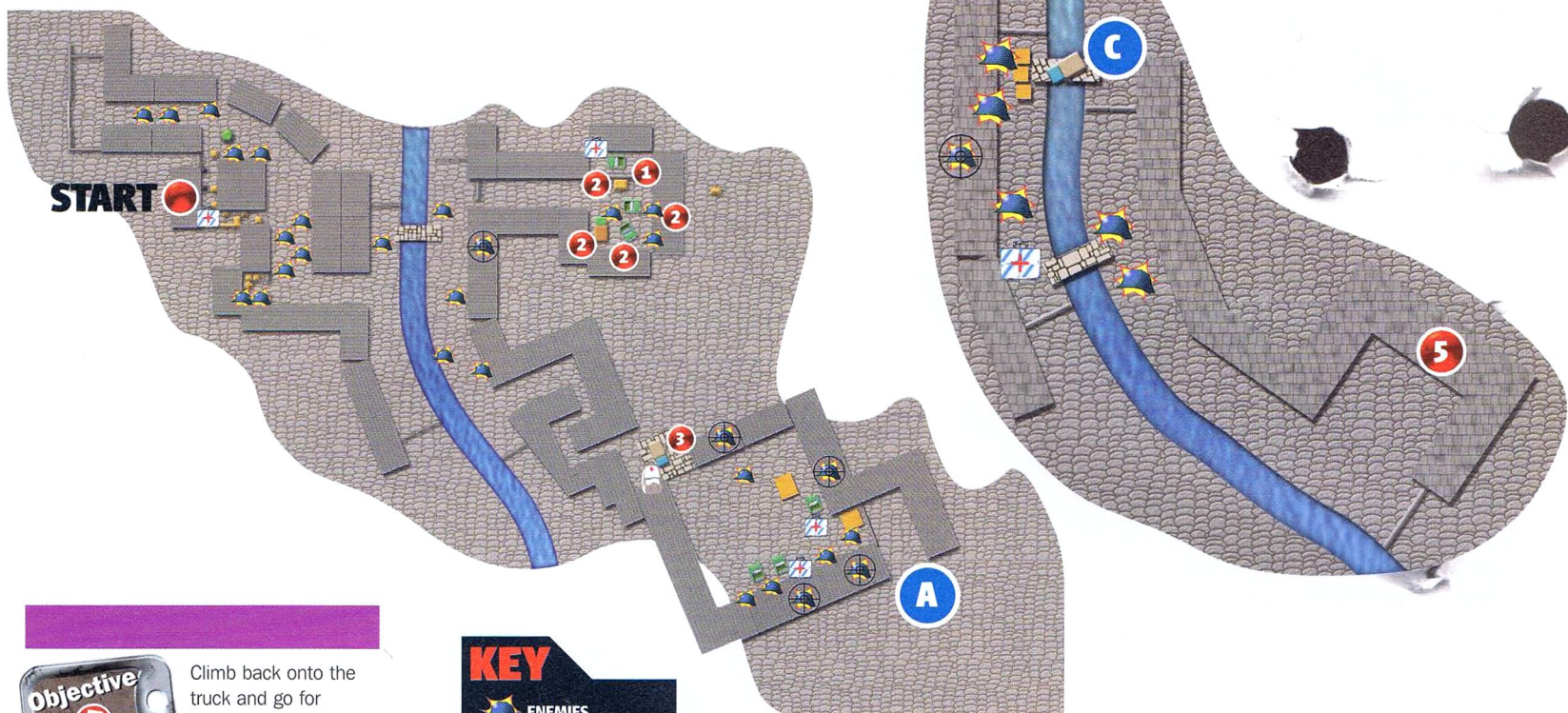
OBJECTIVES:

- 1: Locate tools and sabotage vehicles
- 2: Sabotage motor pool to prevent pursuit
- 3: Meet operative at garage
- 4: Get an officer's uniform
- 5: Meet contact in Golden Lion bar

soldiers. Disable the two vehicles in the square and then return to the truck for another short journey.

When the truck stops, you are almost surrounded by Nazi soldiers. Use your Thompson to carve them to pieces, then switch to your sniper rifle to kill a sniper on the rooftops ahead. Walk towards the small gate and take out a few more German troopers behind the crates, then head inside and search the area for ammunition and health. Take out another sniper on the roof to the right, then approach the gate and slide the bar back to open it.

Return to the truck and ride to the next area, where you come under heavy fire. Quickly kill the snipers on the rooftops, then take out the troopers on the ground. Dash forwards and blast the alarm to avoid any more guards showing up, then sabotage the vehicles in the square. Climb onto the back of the truck in the corner and you'll find yourself a German officer's uniform that will help you to blend in when you finally reach the Golden Lion.



Objective 5

Climb back onto the truck and go for another short ride – unfortunately, you are brought to an abrupt stop by a German barricade. Quickly kill the soldiers behind the crates, then take out the sniper on the roof directly ahead. Collect any health and ammunition lying on the floor, then switch to your sniper rifle and shoot two more German soldiers beside the next bridge.

Follow the road and cross the next bridge, then turn to the right and continue to the end where you'll find the Golden Lion. Walk inside and conceal your weapons, then speak to the piano player in the corner. Your choice of tune gets all the troops inside into the spirit of things and they'll all begin to sing! Use this diversion to dash up the stairs in the corner, then open the door at the top and walk out into the beer garden. Spill the pints on the counter ahead to start a fight, then dash down the stairs to get a ringside seat. After a short while, the Resistance agent will reveal himself and show you through the back gate where a truck awaits.

KEY

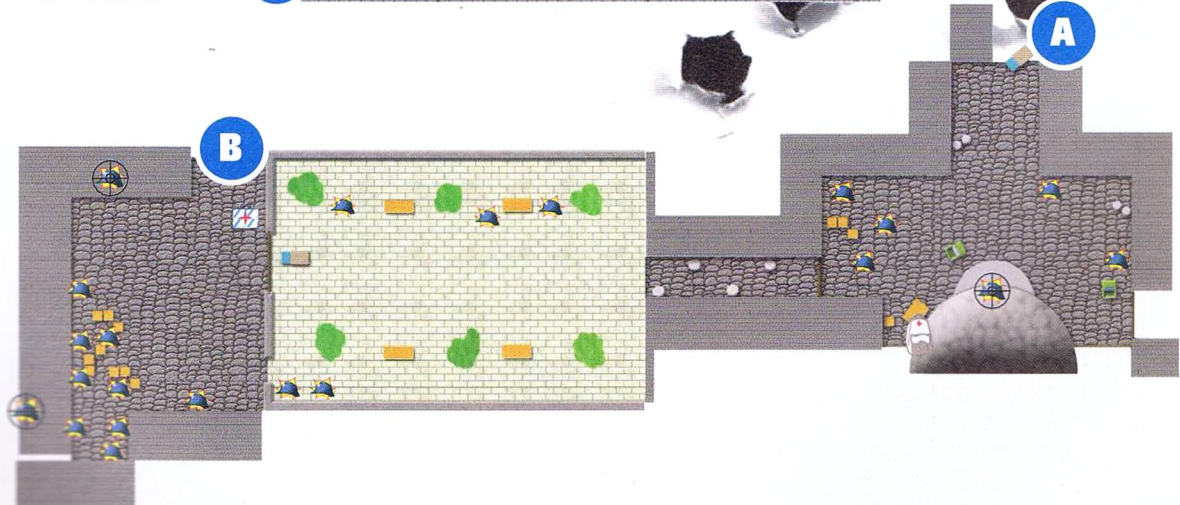
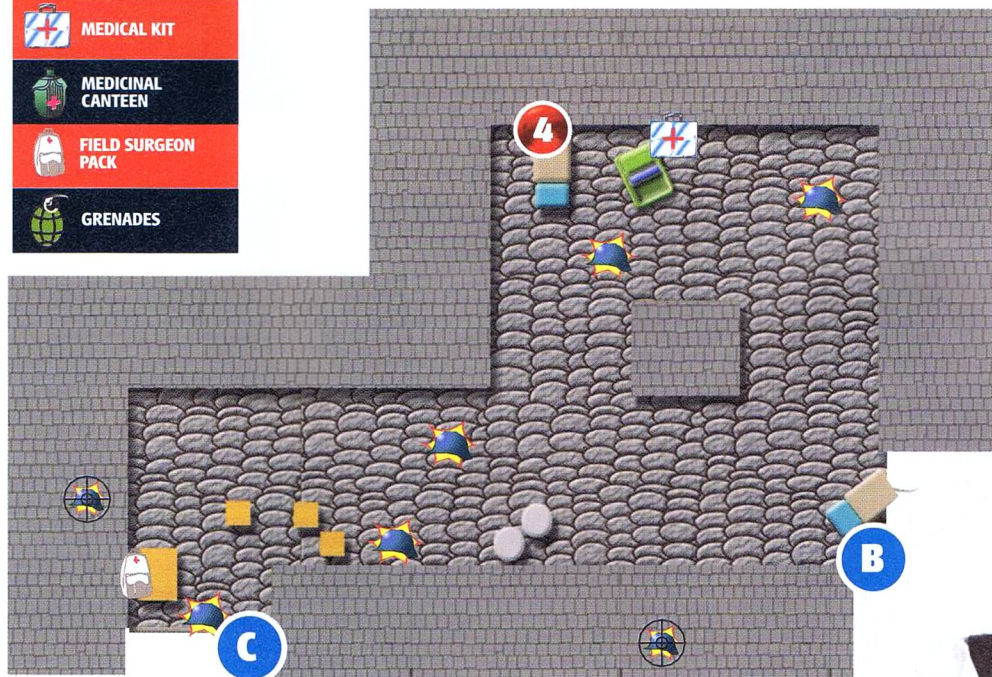
 ENEMIES

 MEDICAL KIT

 MEDICINAL CANTEEN

 FIELD SURGEON PACK

 GRENADES



TOP TIP listen up, soldier!

Keep your eyes open for enemy troops and take care when entering any large area. The Nazis have positioned snipers on the rooftops that can be particularly tough to spot, so use your ears and health meter to get a better idea of where they are hiding. Your sniper rifle is the perfect tool for killing these tricky Krauts.

MEDAL OF HONOR

> AREA 2: NEEDLE IN A HAYSTACK

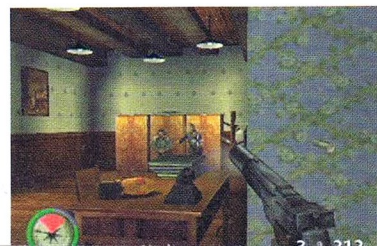
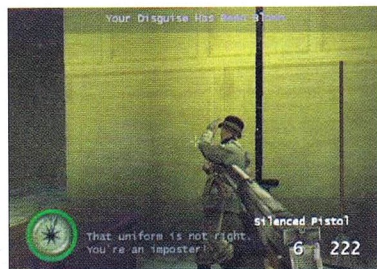
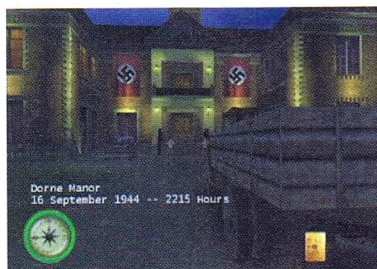
Operation Rapunzel

IT'S PARTY TIME AT DORNE MANOR AND YOU HAVE BEEN OFFERED AN OPPORTUNITY TO ATTEND. DRESSED AS A SERVANT, YOU MUST HANG OUT WITH THE NAZI COMMANDERS AND UNCOVER ALL THE HIDDEN DOCUMENTS INSIDE THE HOUSE. PARTY ON, PATTERSON!

Objective 1

There's no point charging through the front door, as you are in disguise and can

hopefully go unnoticed. Instead use the tradesmen's entrance around the back, and dash past the security guard sat just inside. If he notices you, you'll have to fight, so be prepared to react quickly. Search the room to grab a Shotgun then proceed down the corridor and kill the servants in the room on the left. The noise will attract some more servants, so leave this small storeroom and kill them in the corridor. Climb the stairs at the end and blast a group of Nazi Officers, then search the corner of the room to find the kitchen key set.

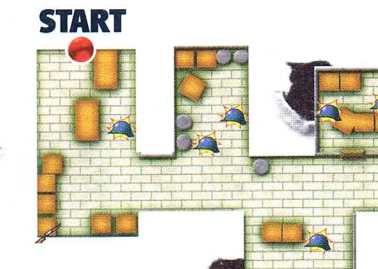


Objective 2

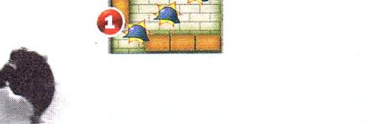
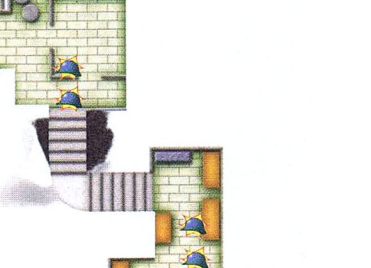
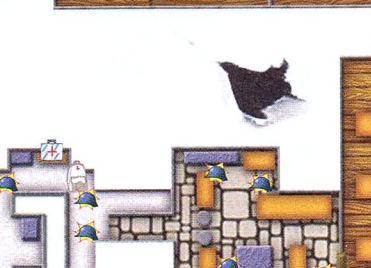
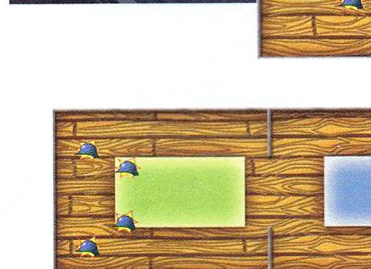
You can, of course, search behind every painting in the building to discover

the map, but you only need to look behind the right one... Use the kitchen keys to open the door at the bottom of the stairs, then kill all the German soldiers in the passage behind. Now blast everyone in the kitchen and eat the bread for a little extra health. Continue through the dining area, wasting some more staff and Nazis, making sure you put the two drunken officers down for the night.

Once outside, use a grenade to scatter the troops on the balcony above you, then run to the stairs and dash to the top to finish the job. Continue along the corridor



to the end, then enter the large room and follow the balcony to the right. If you check behind the painting at the opposite end of the hall, you'll find the map you are looking for.

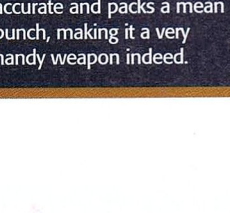
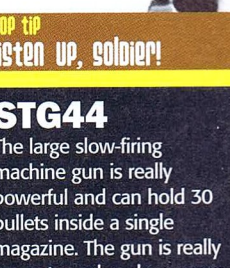
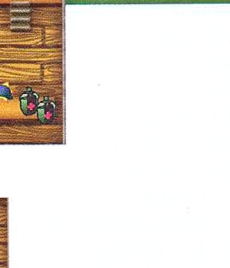
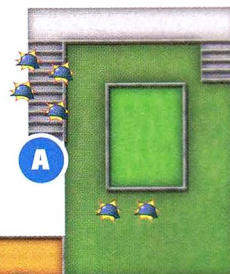


Area 2: Mission 3

Operation Rapunzel

OBJECTIVES:

- 1: Find kitchen key set
- 2: Search the paintings to find map
- 3: Destroy clocks to find documents
- 4: Find keys to cell door
- 5: Locate Gerritt



TOP TIP
listen up, soldier!

STG44

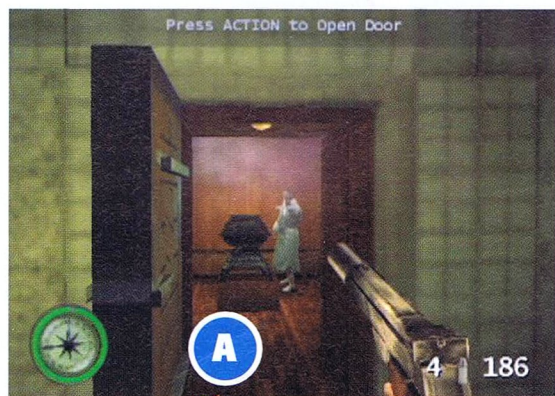
The large slow-firing machine gun is really powerful and can hold 30 bullets inside a single magazine. The gun is really accurate and packs a mean punch, making it a very handy weapon indeed.

Objective 3

You will hardly notice any clocks inside the manor until after you have collected the map, then the noise will start to irritate you. You don't need to destroy them all, but for your own sanity it is thoroughly recommended! Enter the door near the painting and kill the guards inside, then climb the stairs and take out some more troops in the library. Walk down the corridor to the left and ignore the warning being announced over the loudspeaker. Enter the room at the far end of the hall, where the officers are having a game of pool, then kill them quickly and blast the clock on the wall. Inside you will find the documents that you require.

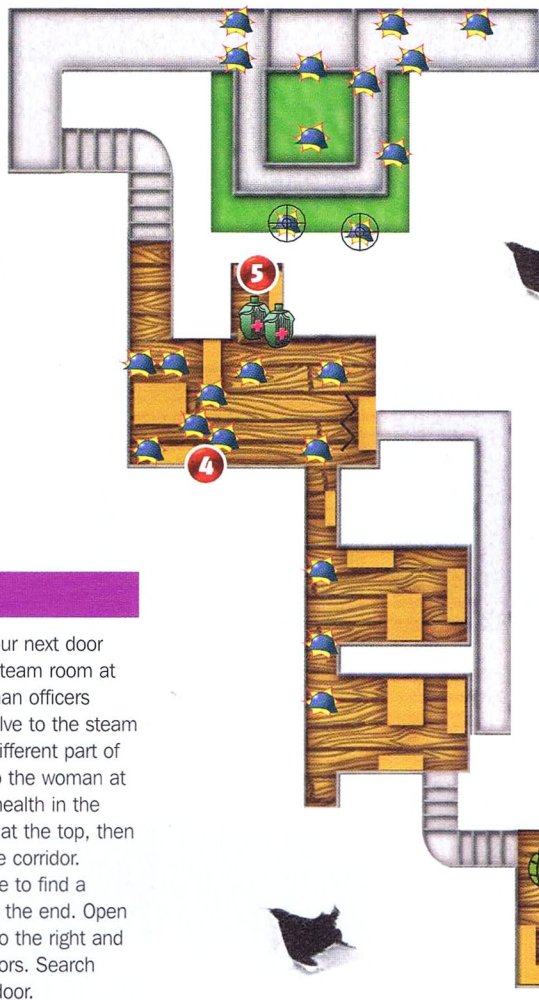
Objective 4

Head to the massage parlour next door and open the door to the steam room at the back. Kill the two German officers inside and then turn the valve to the steam mechanism to open a small door leading to a different part of the manor. Crawl through the hole and speak to the woman at the desk, then grab the extra ammunition and health in the corner. Run up the stairs and into the bedroom at the top, then open the door and shoot the three guards in the corridor. Return to the bedroom and search the bookcase to find a hidden passage, then walk along the corridor to the end. Open the door and kill the guards inside, then move to the right and take out the other guards behind the double doors. Search their bodies and you'll find the keys to the cell door.



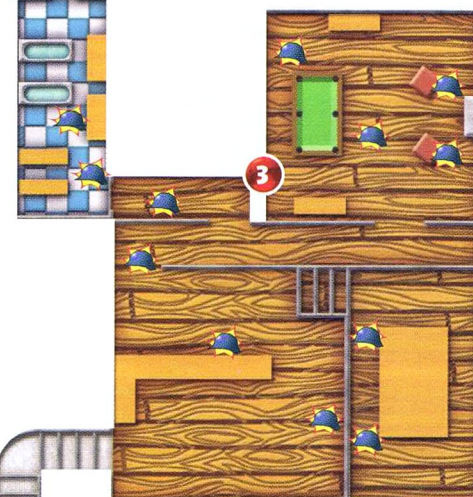
new weapon... SHOTGUN

The shotgun is a powerful weapon that is deadly at short range, making it perfect for the small corridors inside the Manor. At longer distances you'll find it hard to hit anything at all, so be ready to switch to your pistol.



Objective 5

After the fight, use the keys to open the door on the right, then inside you'll find the Resistance operative Gerritt. Lead your friend up the stairs and take out the guards on the upper balcony, then help Gerritt to shake loose the railings. You can now drop down onto the hay truck below and make your escape.



KEY

ENEMIES

MEDICAL KIT

MEDICINAL CANTEN

FIELD SURGEON PACK

GRENADES

Nijmegen Bridge

NIJMEGEN BRIDGE IS HEAVILY FORTIFIED AND HAS BEEN PRIMED WITH EXPLOSIVES THAT COULD BLOW UP AT ANY TIME. DISARM THE EXPLOSIVES AS YOU GO AND KEEP YOUR EYES OPEN FOR ENEMY SNIPERS ON THE HIGH SECTIONS OF THE BRIDGE.

Objective 1

Climb the stairs and then take out the two guards that are at the top, then collect their weapons and move slowly across the bridge. Kill some more Nazis patrolling the bridge, then creep up behind the concrete barricades and use your new sniper rifle to blast the waiting German sentries.

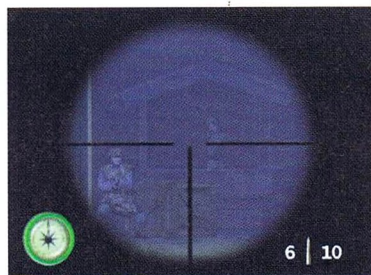
Look on the right side of the bridge for some stairs, then head down and kill the two soldiers fitting explosives to the bridge support beams. Press Action next to the explosives to disconnect the wires, then head down another small flight of stairs disarming some more explosives on the beam above your head. Kill another duo of soldiers further along, then climb the stairs and disarm another two explosives that had been rigged to blow.

Carefully climb the stairs back to the bridge, then blast the enemy troops waiting at the top. Search the ground for

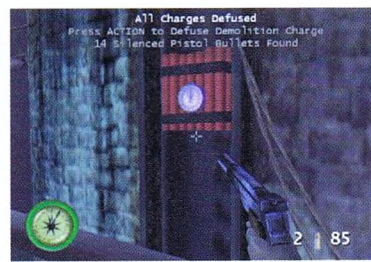
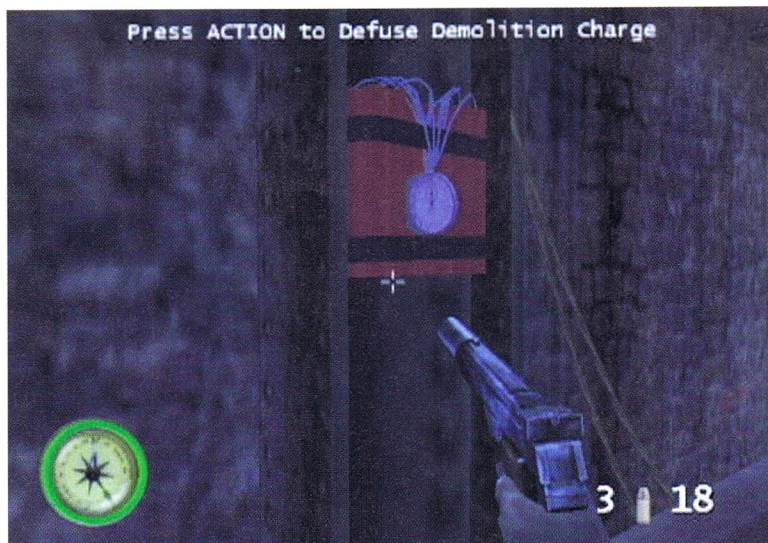


more ammunition and health, then carefully proceed along the bridge to some more stone barricades. Use your new sniper rifle to shoot the snipers on the platforms above, then take out the enemy soldiers patrolling the bridge. Slowly walk forwards until you reach a wooden hut, then quickly climb the ladder to the top of the bridge. Take out the remaining snipers from here, and then destroy the Nazi soldiers manning the huge guns on the bridge below.

Carefully climb back down to the bridge and continue across, then collect the ammo from the dead guards. Take out some more enemy troops on the far



side, then climb down the stairs on the right and follow the path under the bridge. Kill the engineers fitting the explosives, then disarm the remaining four devices along the path.



Objective 2

Climb back up to the bridge and kill the enemy troops on guard at the top, then continue across the bridge to the other side. Kill the last remaining patrol on the bridge, and then walk down the road to the right. Blast the troops at the bottom as quickly as possible, then walk away from the bridge and watch as the anti-aircraft gun storms into action. Enter the bunker, killing the German soldiers inside, then climb the stairs and blast the barrel in the corner to destroy the gun.



KEY

-  ENEMIES
-  MEDICAL KIT
-  MEDICINAL CANTEEN
-  FIELD SURGEON PACK
-  GRENADES

Objective 3

Head back down the stairs into the bunker, then walk down the sloped passageway towards the car park. Blast the two guards waiting by the truck, then climb into the driver's seat and make off with the Medical Supplies inside.



START

new weapon... gewehr 43

The German Issue sniper rifle can hold ten bullets in the magazine, meaning you will have to reload a lot less. It is equally as accurate and has a good zoom range for spotting the enemy snipers on the scaffold of the bridge.



MEDAL OF HONOR

> AREA 3: SEVERAL BRIDGES TOO FAR

YARD BY YARD

YOU HAVE REACHED THE OUTSKIRTS OF ARNHEM, BUT THERE ARE SEVERAL ROADBLOCKS PREVENTING THE SUPPLY TRUCK FROM REACHING THE INJURED MEN. SCOUT AHEAD AND BLOW UP THESE BARRICADES AND ALSO NEUTRALISE ANY GERMAN FORCES IN THE AREA.



Walk forwards to the corner of the road, and then use your sniper rifle to take out the German soldiers at the checkpoint. You need a higher vantage point to destroy the blockade, so enter the house on the right and climb the stairs to the first floor. Quickly kill the guard by the window, and then take control of the machine gun and blast the small red canister to destroy the first checkpoint. Head down the stairs back to the street, then kill the remaining guards outside the shop.

Continue along the road, shooting another Nazi patrol near the gate at the end, then enter the small alley on the left and make your way around behind the houses. Head through the gate into the back garden and kill the German soldiers having a picnic. Enter the house and down the troops inside, then climb the stairs up to the first floor. Enter the bedroom on the right and open the small hatch in the wall, then crawl through the hole into the house next door. Open the door on the right and take control of the machine gun at the window, then look down onto the main road and blast the second blockade, killing all the soldiers at the same time. Quickly turn around and blast the soldier that has sneaked up behind you. Walk downstairs and blast some more Nazi troops. Head out through the back door into the garden, then open the back gate and shoot the soldiers harassing the civilians in the street. Walk out into the road and blast some more Nazi soldiers hiding behind the crates, then follow the road and snipe the guards behind the next roadblock. Head back towards the houses and into a small alley on the left, then follow it to some more backyards behind the blockade. Enter the first house and ignore the civilians having lunch, then climb the stairs and crawl through the small passage at



the top. Shoot the guard waiting by the window, then take control of the gun and take out the blockade below by shooting the red canister. Go the stairs and kill the troops at the bottom, then pick up the shotgun in the kitchen and go to the yard. Blast some more troops here, then leave via the gate and walk through the alley on the left to return to the main street.

Kill the German soldiers harassing the villagers, then turn to the left and check out the blockade you have just destroyed. There's a tank patrolling the road, so dash behind the hedge and use the machine gun to put it out of action. Walk back down the road to the large gate, then into the alley on the left and make your way into another back garden. Enter the house and kill the troops inside, then climb the stairs and enter the bedroom on the right. Blast the Nazi soldier inside and crawl through the hatch to the house next door. Proceed into the bedroom on the right and kill another enemy guard, then take over the machine gun by the window and blast the last checkpoint below.



Walk down the stairs, killing more Nazi guards, then head outside and follow the alley at the back, killing more soldiers around the corner. Seize the machine gun and quickly blast the tank parked on the grass to your left, then continue along the alley and into the garden on the right. Climb the ladder over the fence, then grab the Field Surgeon Pack from the floor and walk around the shed to the gate. The home owner will help by going on a suicide run ahead, so dash out behind him and run to the far end of the alley. Enter the last gate on the right, then kill the two soldiers in the garden and open the door to the house. Blast some more Nazi troops inside, then use your MP40 to destroy the radio on the table.



Area 3: Mission 2

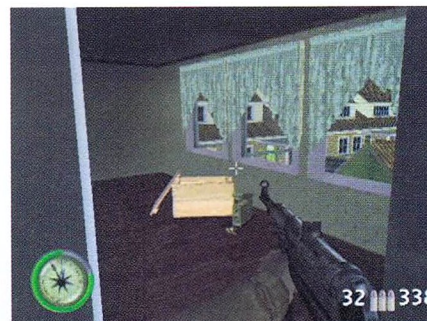
Yard By yard

OBJECTIVES:

- 1: Clear enemy checkpoints from main road
- 2: Destroy radio
- 3: Find your way to central Arnhem



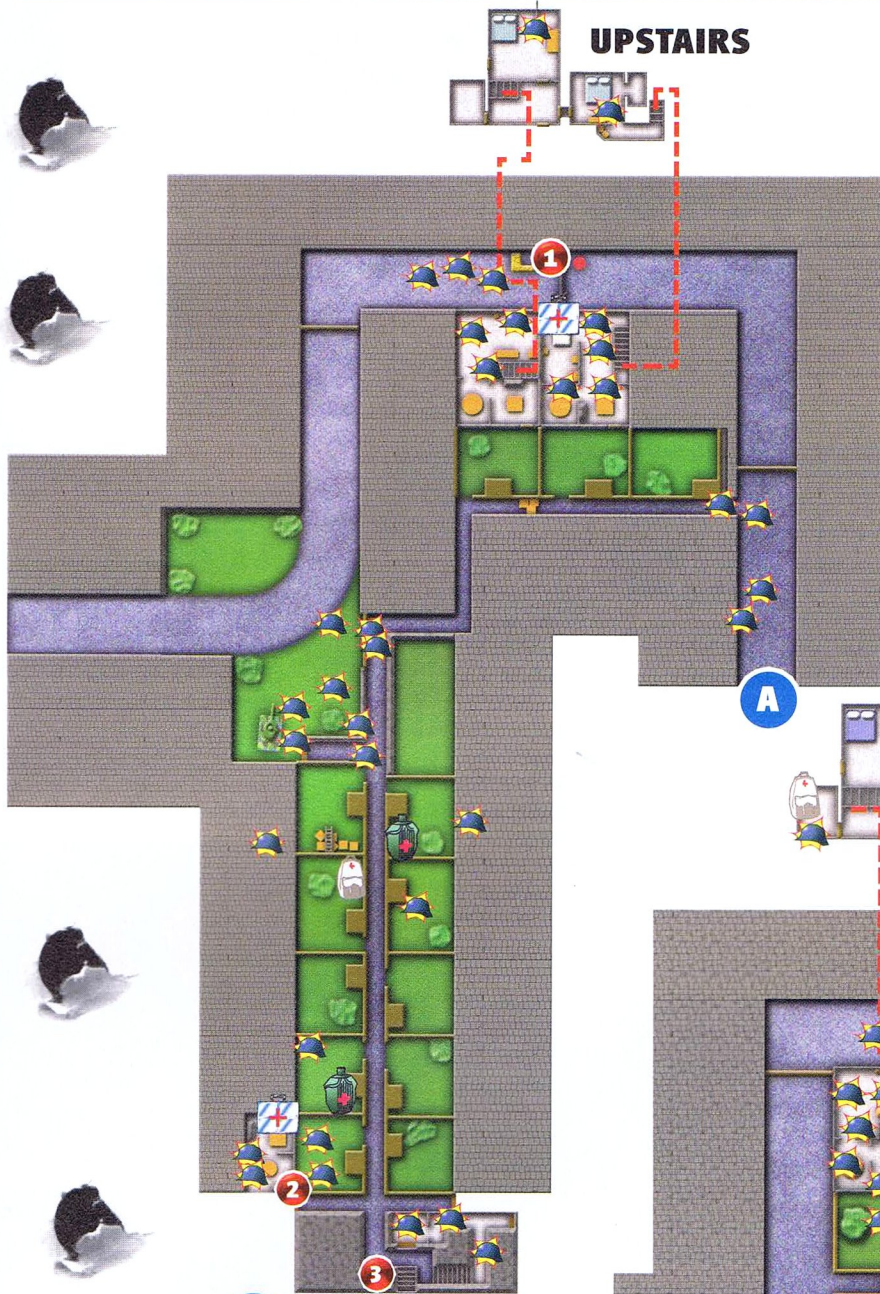
Leave the house and continue along the alley to the end, then climb the stairs up to the first floor. Battle some more Nazi troops in the corridors, then collect any ammo they leave behind and proceed through the door at the end. Kill another pair of German guards looking out the window, then open the door behind you and walk down the stairs to reach the centre of Arnhem.



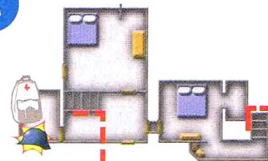
TOP TIP
listen up, soldier!

Some of the crates lying around the streets contain additional supplies and health bonuses. Smash them open with a short burst of fire from your MP40 and then ensure you collect the contents.

UPSTAIRS

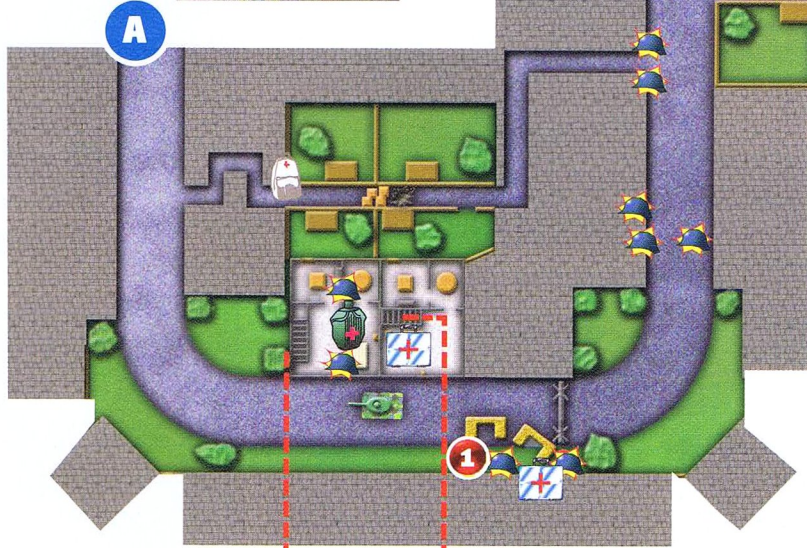


A



KEY

-  ENEMIES
-  MEDICAL KIT
-  MEDICINAL CANTEN
-  FIELD SURGEON PACK
-  GRENADES



A



UPSTAIRS



START

MEDAL OF HONOR

> AREA 3: SEVERAL BRIDGES TOO FAR

ARNHEM KNIGHTS

ARNHEM IS A BLOODY BATTLEGROUND AND THIS ONCE LOVELY CITY IS ALMOST NOTHING BUT RUBBLE. YOU MUST SAVE THE FRIENDLY FORCES PINNED DOWN BY NAZI TROOPS AND ALSO TAKE OUT THE ENEMY TANKS THAT ARE KNOWN TO BE CRUISING THE STREETS. GOOD LUCK, SOLDIER.



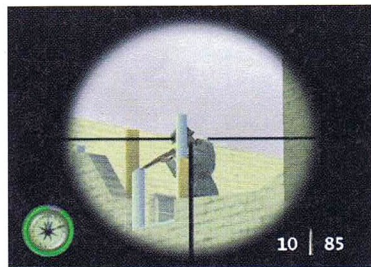
Head down the stairs to the street, then walk to the corner and meet one of your

allies who will ask for your help evacuating his troops. Walk over the road and into the nearby house, then climb the stairs and kill the German Snipers on the building opposite, then take out your BAR and blast the Nazis moving down the road towards your position. Dash back down the stairs and into the building opposite, then climb the stairs at the back and collect some more ammo for your BAR behind the bed.

Return to the main street and slowly walk forwards, killing any remaining Nazi troops, and then walk carefully over the pile of rubble and find yourself a good spot for sniping. Take out the Nazi forces at the crossroads ahead and watch out for the arrival of one of the German's Panzer IV tanks. When the coast is clear, make a dash down the street and take control of the machine gun then use it to destroy the tank along with any remaining German soldiers.

Search all the buildings for extra ammunition and health, then head left and find a way to climb over the rubble blocking the street. Walk forwards and into the small road on the right, then quickly help the US forces pinned down by troops in the buildings above. Find access to the stairwell in the second house on the left, then climb up to the first floor and quickly kill the German troops at the top.

Look out for more soldiers on the ledge above you, and then quickly turn your gun to the Krauts in the building opposite. When they are all dead, head back down the stairs and into the building opposite, then climb the stairs again and take out



any more Nazi troops that remain. Search the fallen bodies for more ammunition, then drop back down to the road and walk to the end of it. Climb the stairs into the small house on the corner, then walk up to the first floor and drop down onto the street on the far side of the rubble

[**Objective 2**].

After defeating the Panzerschreck squad, search the rubble for ammunition and health, then head into the small alley and follow it along to the main street. There are a large number of Nazi soldiers in this area, so find yourself a spot with a fair amount of cover and use your sniper rifle to kill them. Watch out for the guys in the nest, and then keep blasting until the coast is clear. The last Panzer IV tank is ready for action at the corner and you'll need to be fast if you want to survive. You can use your Panzerschreck to take it out from a distance, but you'll need a lucky hit to finish the job. Alternatively, dash past it to the machine gun nest and use the heavy artillery there to finish the sucker off.



When you enter this area, you'll hear a vast amount of

fighting coming from the demolished buildings a little further up the street. Quickly dash along the road and into the first house on the left, then climb the stairs and use your sniper rifle to blast the enemy troops behind the machine gun nest and hiding behind the walls. These guys are the Panzerschreck squad and all of them carry huge rocket launchers that can leave you with horrific battle scars. Once the nest has been taken out, drop back down to the floor and finish the job using your BAR – and don't forget to grab yourself a Panzerschreck from the dead Germans.



new weapon... bar

The BAR is a lethal machine gun that has a magazine of 20 bullets. The fire rate is extremely slow, but each bullet causes maximum damage to the enemy, making it a useful weapon in these Nazi-filled streets.



Area 3: Mission 3

Yard By yard

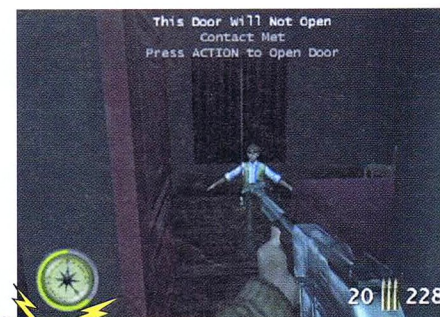
OBJECTIVES:

- 1: Destroy Panzer IV tanks
- 2: Neutralize Panzerschreck squad
- 3: Meet Jigs at customs house



Enter the building opposite the last Panzer IV tank, killing the troops inside,

then climb the stairs to reach the first floor. Continue all the way up to the top of the building, and then enter the last door on the right to meet up with Jigs.



TOP TIP listen up, soldier!

The machine gun nests are extremely dangerous and can cause a lot of damage to you and your allies. Try to kill the soldiers manning these guns quickly and then keep your sights set on the nest to ensure no other troops can take control. Most German soldiers will always head for the nest once the gunner has been killed.



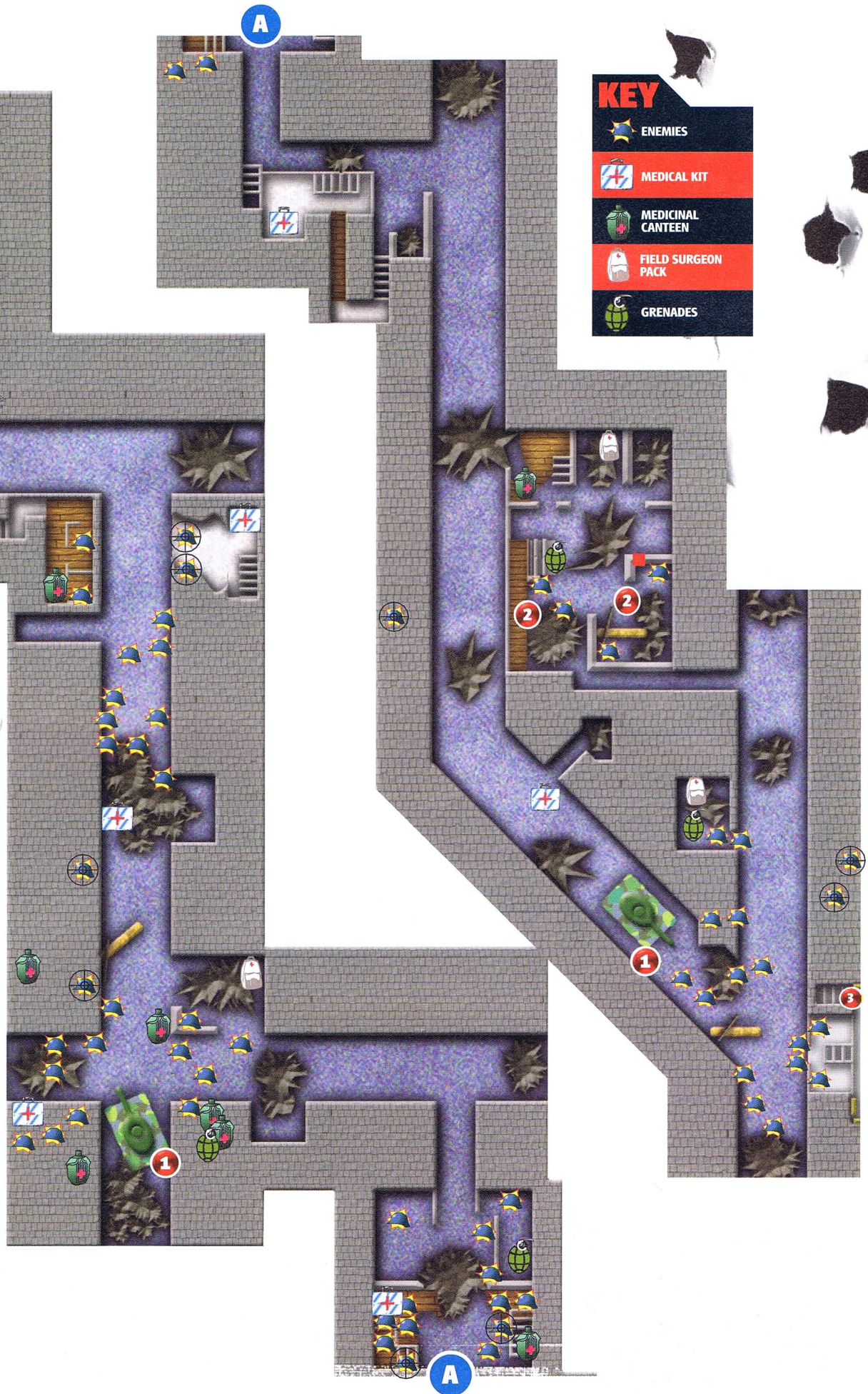
**new weapon...
panzerschreck**



This large handheld rocket launcher is so powerful it can take out vehicles and whole groups of enemy soldiers. Unfortunately, the sight is small and the shield prevents you from seeing the target clearly. Stick to your BAR for now.

KEY

- ENEMIES
- MEDICAL KIT
- MEDICINAL CANTEN
- FIELD SURGEON PACK
- GRENADES



MEDAL OF HONOR

> AREA 4: ROLLING THUNDER

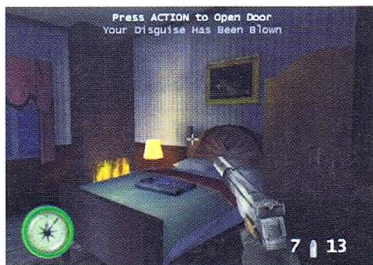
on track

YOU HAVE MADE IT TO EMMERICH, BUT UNFORTUNATELY THE CITY IS GOING TO BE BOMBED IN A FEW HOUR'S TIME. GET YOURSELF INTO THE STATION AND SNEAK ABOARD STURMGEST'S PERSONAL TRAIN TO HITCH A LIFT TO A SECRET AIRBASE NEARBY.

Objective 1

Your hotel overlooks the station and from your balcony you can see Sturmgeist entering the building.

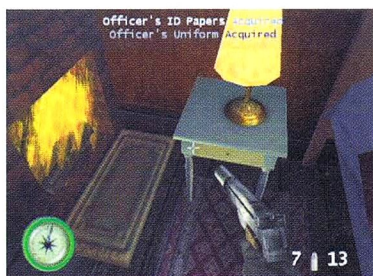
Search beside your bed to find a weapon, then leave through the door and enter the bedroom next door. Search the bed in the centre of the room and you will find an officer's uniform that may help you to sneak aboard the train.



Objective 2

Before leaving the room, examine the table beside the bed and you will find the officer's ID papers

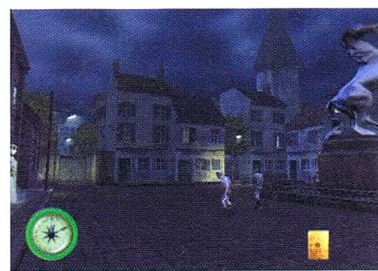
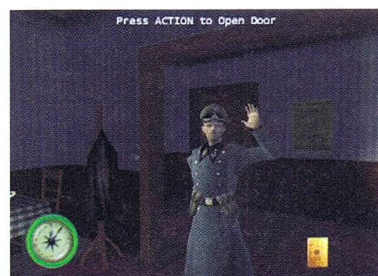
stupidly left behind. Once you have these in your possession, press the S button to change into your disguise. Sneaking onto the train could be a lot easier than you first imagined.



Objective 3

Walk down the stairs and through the kitchen, then head into the reception area and dash straight

past the waiting guard. Head out into the square and walk over to the station, but unfortunately the doors are locked and you look nothing like the man on the stolen ID papers. Before long a German officer will dash across the street in his underwear claiming that you have stolen his threads and immediately the guards will open fire. Kill them quickly with your silenced pistol, and then search their fallen bodies for some extra ammunition. Run up the stairs into the station entrance and the doors will close behind you preventing anyone from chasing after you.



Objective 4

Run up the stairs and into the ticket office, then open the door in the corner and blast the guard inside the small storeroom. Open the next door and kill the soldiers in the wash room at the bottom, then walk down the stairs and search the room for some extra ammunition. Continue through the door on the left and climb the stairs to the top, then quickly kill the two German officers inside the office. Now you can use your MP40 to blast the control panels by the window.

Objective 5

Kill the soldier in the next room, then walk into the kitchen and blast the knife-throwing chef before he carves you up for lunch. Exit the room on the far side and splatter the Nazis in the bar, then search their corpses for more ammunition. Proceed out onto the balcony killing some more Nazi guards, then walk down the stairs to reach the first platform. Splatter the soldiers on the bridge and cross to the far side, then walk along the platform and through the last door on the left. Follow the passage, blasting any soldiers that get in your way, then climb the stairs and splatter the three Nazis in the waiting room. Continue along the passage to the next platform, and then kill the waiting guards on the bridge with your MP40. Cross to the far side and walk down the steps, then quickly splatter the German troops on the



Area 4: Mission 1

On Track

OBJECTIVES:

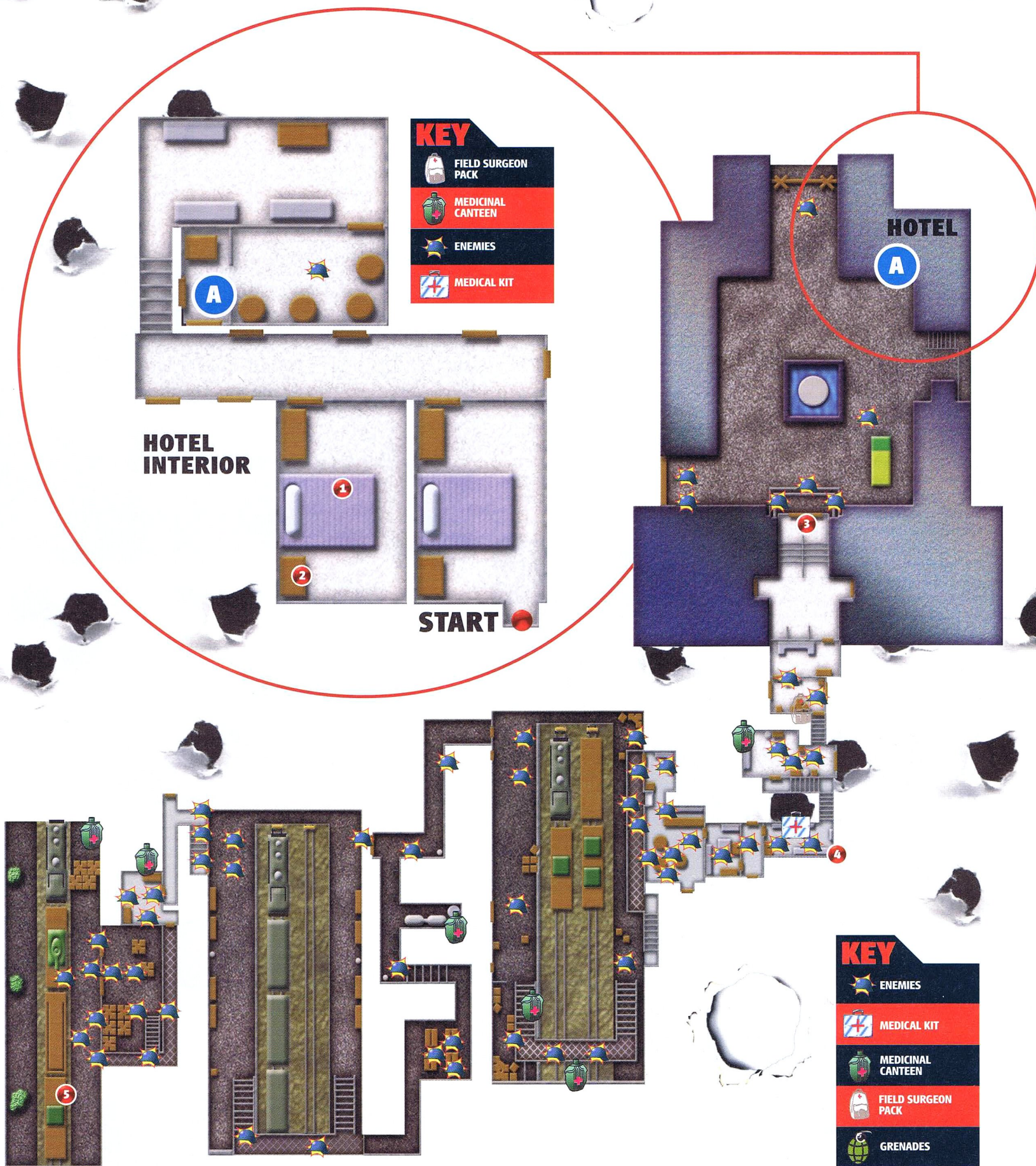
- 1: Steal officer's uniform
- 2: Steal officer's ID papers
- 3: Enter train station
- 4: Destroy station controls
- 5: Board Sturmgeist's train

platform. Again enter the last door on the left and climb the stairs inside, then follow the corridor and burst into the office at the end. Kill the three German officers inside and then search the room for Medical Kits and extra ammunition. Leave through the door in the corner into the warehouse area, then take out the guards below from the edge of the balcony. Walk down the stairs to the bottom and ignore the falling crates, then quickly find a good position to shoot the guards entering through the doors on the side. When they are dead, head through onto the platform and jump aboard the train before it leaves for the secret airbase.



TOP TIP listen up, soldier!

Ammo is in short supply in this area of occupied territory, so you must ensure that you try to avoid wasting it. Remember to search the bodies of all the Nazis you kill, which should give you enough ammunition to accomplish your mission.



Riding Out the Storm

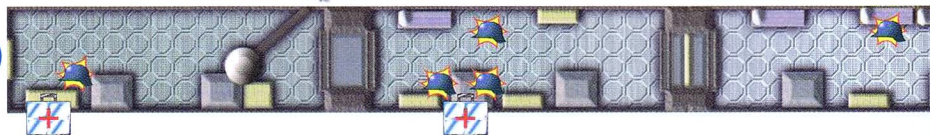
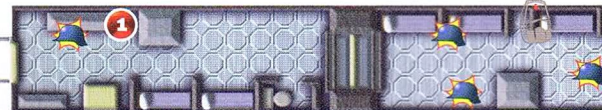
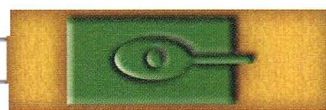
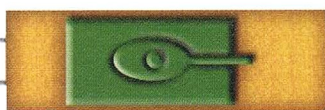
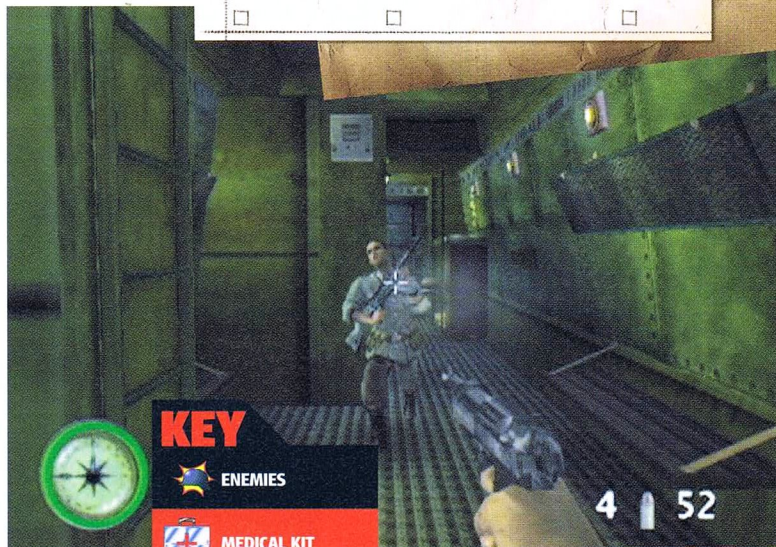
YOU ARE ABOARD STURMGEST'S HEAVILY ARMoured TRAIN AND MUST TRY TO ASSASSINATE STURMGEST BEFORE HE REACHES HIS DESTINATION. WATCH OUT FOR OTHER TRAINS ON THE TRACK ALONGSIDE, BECAUSE ONCE THEY KNOW YOU ARE ONBOARD THEY WILL STOP AT NOTHING TO PUT YOU OUT OF ACTION.

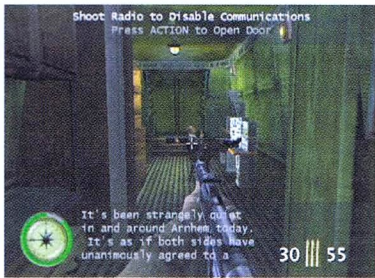


Move forward along the carriage and jump the gap to the next carriage, then sneak carefully around the

side of the tank. Open the door to the first armoured car, then dash inside and kill the two guards before they can raise the alarm. Head back towards the door you entered and climb the ladder to the turret, then take control of the cannon and blast the train on the track to your left. When it has stopped continue into the next carriage and kill some more Nazi troops while they sleep. Proceed to the next area and blast some more Nazi soldiers, then search their bodies for some extra ammunition. Enter the last armoured car and shoot another enemy guard, then search the corner to find a Panzerschreck and some shells. Open the door and throw a grenade over the top of the tank to take out the soldiers in the car behind, then use your STG to take out any more guards that charge in to investigate. Quickly dash around the side of the tank and onto the carriage behind, then take control of the

machine gun and blast another train on the nearby track. Edge around the next tank and open the door to the next armoured section of the train, then quickly kill the two guards inside and grab the Medical Kit from the bed. Proceed into the next carriage, killing more Nazi soldiers, and then search the small alcove to find a Field Surgeon Pack. Continue into the next carriage and shoot the guy sitting at the desk, then blast the radio on the table to prevent the guards from alerting the Headquarters.





Objective 2 Kill the guard outside the door and skip past the tanks, then enter the next armoured car and quickly blast the waiting Krauts. Climb the ladder and use the gun turret to destroy the train alongside, then continue along the train and run through the storage area ahead. Enter the next armoured section and walk forwards to the door at the end, then open it to find Sturmgeist in his private quarters.

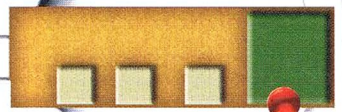
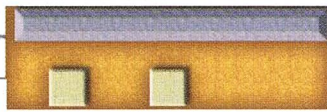
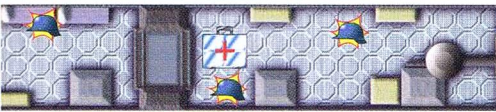
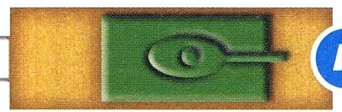
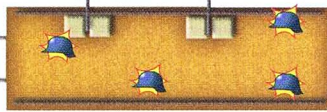
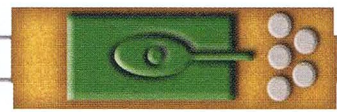
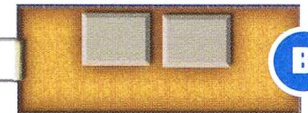
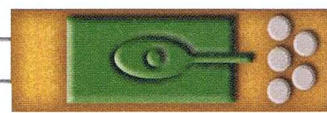
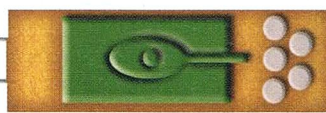
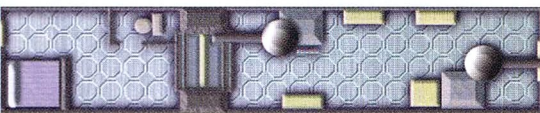
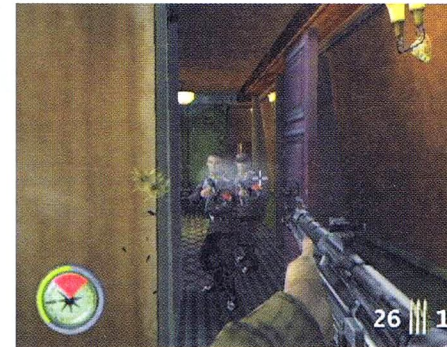


TOP TIP
listen up, soldier!

The armoured trains on the nearby track have really heavy guns and will not think twice about opening fire on your ride. Use the train's gun turrets to stop them in their tracks and try not to miss or you could be blown to bits by the return fire.



Objective 3 Sturmgeist dashes off towards the front of the train and orders his two guards to kill you. Quickly back off down the corridor and blast them with your STG, then search Sturmgeist's chambers to find his Briefcase. Unfortunately, Sturmgeist has escaped but you know where he is headed and may be able to catch up with him soon.



START

MEDAL OF HONOR

> AREA 4: ROLLING THUNDER

Derailed!

STURMGEST HAS GIVEN YOU THE SLIP, BUT LUCKILY YOU HAVE FOUND THE LOCATION OF THE SECRET AIRBASE INSIDE HIS BRIEFCASE. THE ALLIES WANT TO DESTROY THIS BASE QUICKLY, SO YOU MUST TRY TO FIND AN ALTERNATIVE FORM OF TRANSPORT TO GET THERE BEFORE THE BOMBS START FLYING.

Area 4: Mission 3

Derailed!

OBJECTIVES:

- 1: Infiltrate train yard
- 2: Find the demolition charges
- 3: Destroy fuel depot
- 4: Find transportation to Getha

Objective 1

Follow the tracks to the checkpoint ahead, then quickly kill the guards in the tower and blast the soldiers by the gate.

Proceed past the gate, and a short way up you'll find a lone carriage blocking the track. Approach carefully and blast the guards inside, then climb aboard and grab yourself some more ammunition and health. Continue to walk forwards following the track and soon enough you'll arrive outside the gates to the train yard. Simply push the gates open and walk inside, but be careful as an ambush waits.

Objective 2

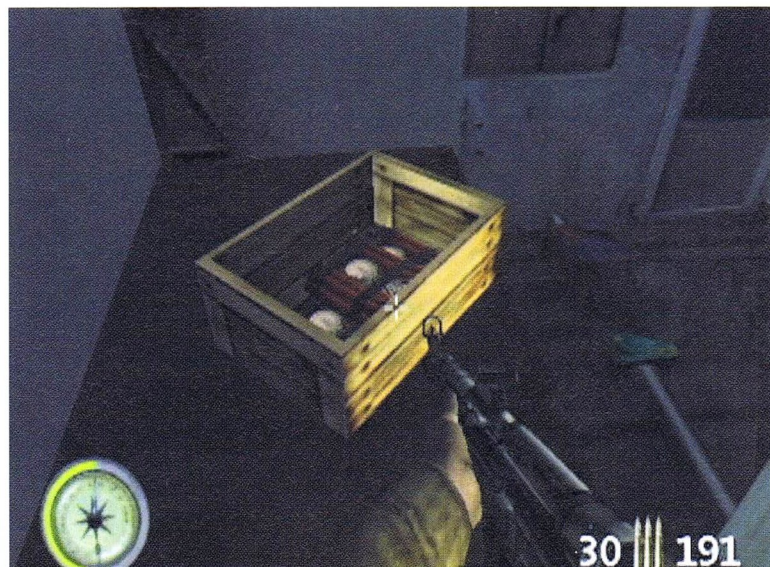
Quickly kill the soldiers behind the sandbags on the right, then dash over and take cover. Collect a sniper rifle from one of the dead Krauts, and then blast the enemy snipers on the rooftops behind you. Turn to kill an enemy troops closing in on your barricade, then focus on the building over to the right where more snipers are hiding. When the coast is clear, walk over to the buildings opposite the barricade and then walk inside the first door to discover the demolition charges.

Objective 3

Leave the garage and walk across the turntable, then enter the small building ahead and kill the two guards inside. Climb the stairs to the top and then search the room to locate the switches that operate the turntable. Activate the switch in the centre, then step outside onto the balcony and use your sniper rifle to kill any more enemy soldiers in the area. When they are all dead, head back across the turntable and climb onto the small engine to catch a ride to the next area. Leap from the engine just before it crashes into the wall. Then approach the coal shed and quickly kill the enemy soldiers hiding inside. Switch to your sniper rifle and blast the soldiers on the nearby rooftops, then take out the last remaining guards on the platform. Head over to the building where your engine crashed, then walk through the arch and blast the guards inside. Search the carriage for extra ammunition and health. Plant the explosives on the gate and back away, then select your sniper rifle and wait for the blast to remove the obstruction. Kill the guard waiting behind the gate, and then use the zoom to blast the Germans further along the platform. Walk along the track and search around the building for a Medical Kit, then plant some more explosives on the nearby tanks. Quickly dash further along the

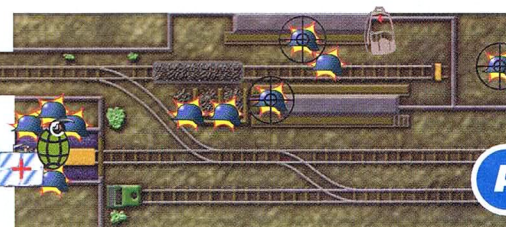
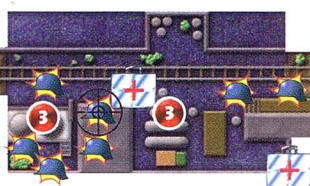
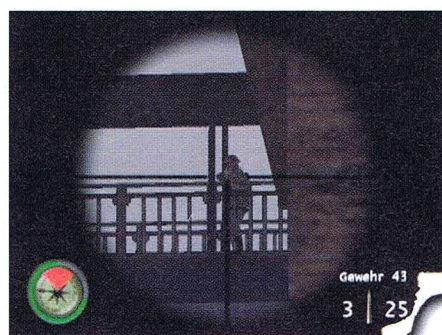


track to avoid the blast, and then take out the guards hiding around the corner. Climb the stairs onto the raised platform, then walk around the side and plant the last remaining bomb onto the huge tanks to destroy them.



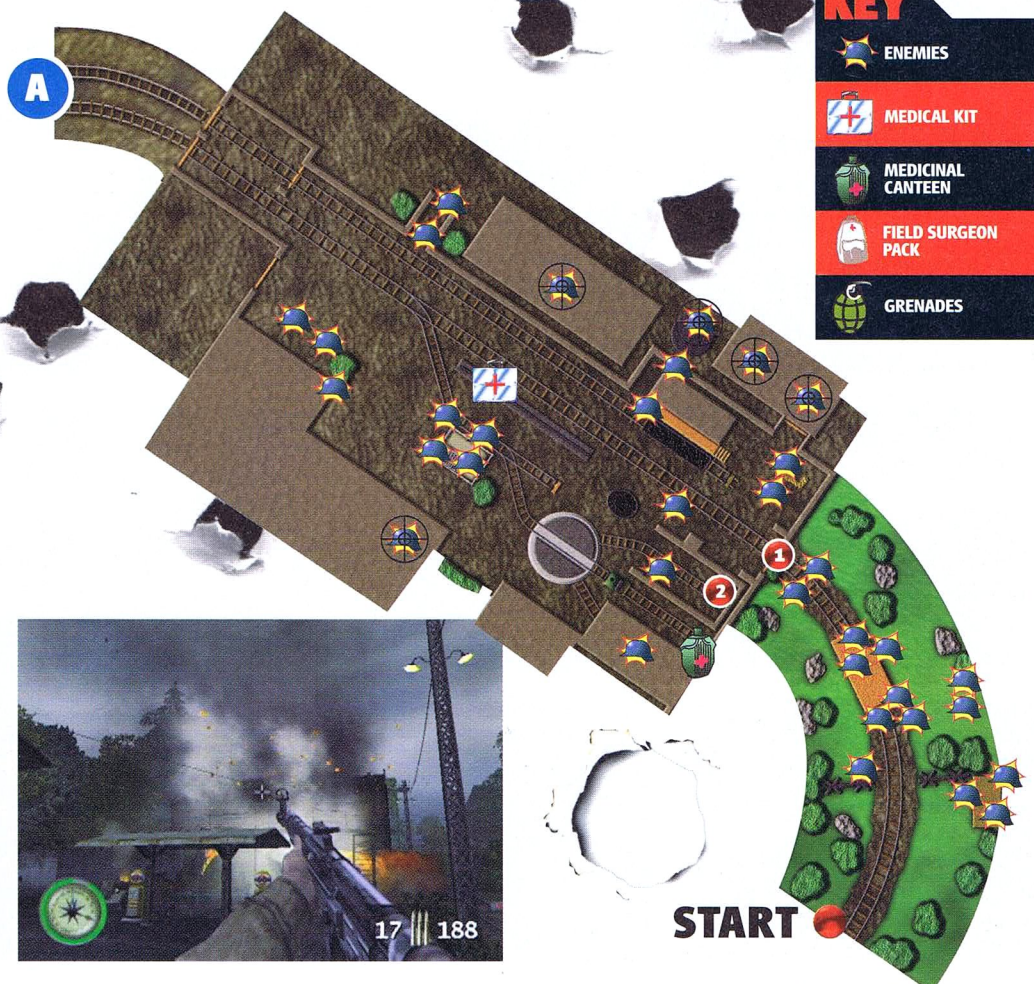
TOP TIP listen up, soldier!

Take things slowly and use your sniper rifle to scout the territory ahead. It is much easier to kill the Germans from a distance and you will find yourself taking less damage. Keep your ears open when looking through the sight as sometimes guards can sneak up on you.

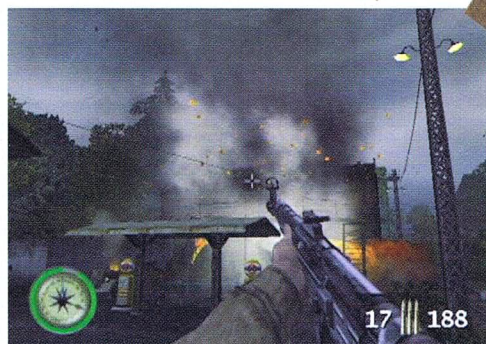


Stand back and watch the fireworks, then approach the open gate at the end and kill the waiting

soldiers. Climb onto the small engine and select your STG44, then ride along the track blasting any soldiers that you steam past. When the engine stops backtrack along the rails to finish off any remaining Germans, then approach the gate and dash inside. Quickly kill the guards near the track, and then select your sniper rifle to take out the rocket launcher on the tower on the left, then proceed slowly forwards killing anything else that moves. Then run onto the platform on the left and up the ladder to the top. Enter the door and kill any guards left inside the bunker, then grab any health and ammunition and head back to the track. Now just continue to follow the track and another car waits for you to continue on your journey.



KEY	
	ENEMIES
	MEDICAL KIT
	MEDICINAL CANTEEN
	FIELD SURGEON PACK
	GRENADES



START

clipping their wings

YOU HAVE ARRIVED AT THE BASE, BUT HAVE HAD TO DITCH MOST OF YOUR WEAPONS IN ORDER TO SQUEEZE IN THROUGH THE AIR DUCTS. TAKE CARE, PATTERSON, AS STURMGEST HAS ALERTED THE GUARDS AND THEY WILL BE WAITING FOR YOU.

Area 5: Mission 1

Clipping Their Wings

OBJECTIVES:

- 1: Find the weapons stash
- 2: Find the ammo room
- 3: Find the spy camera
- 4: Photograph five blueprints
- 5: Locate the plans for the HO-IX
- 6: Find a way into the manufacturing plant
- 7: Destroy the test engine
- 8: Exit the facility



Crawl forward and open the grate, then quickly kill the German soldier on the walkway. Shoot the guard in the room

downstairs, then walk down the stairs and into the small office at the side. Activate the switch on the wall to open the warehouse doors, then step out into the loading bay and blast some more enemy troops. Climb the stairs and open the next door, then kill the soldiers inside and walk into the room at the back to find the weapons stash.



Leave the room and walk across the corridor into the barracks, then quickly kill the sleepy

Germans before they have time to arm themselves. Search the chests beside the beds for extra health and ammunition, then walk around the corner blasting more sleepy guards. Open the chest in the corner and you will discover the spy camera left for you by an inside agent.



As soon as you have grabbed the camera the nearby door will open and the guard inside will open fire.

Quickly use your pistol in order to kill him, then search the room to find ammo for all your weapons and complete the second objective.



Walk back through the barracks and select your BAR, then head into the canteen

and blast any guards waiting for lunch. Head through to the kitchen at the back and kill the chefs. Exit through the door at the back and blast some more waiting Germans, then follow the passage to the open door and quickly kill the soldiers inside. Activate the switch to start the fan, then watch through the window as the guys and the plane get blown to tiny pieces. Wait for the door to open, then cross the wind tunnel and enter the room on the far side. Approach the door and kill the guards outside, then climb the stairs and follow the passage to the research facility. Kill the German soldiers in the corridors, and then enter the rooms on either side, blasting any scientists inside. Now search the walls and use your spy camera to take photographs of the blueprints.



Enter the small barracks to the back of the research centre, then kill the scientists inside and

search the room for extra health. Now photograph the last blueprint on the wall and collect the plans for the HO-IX from the desk.



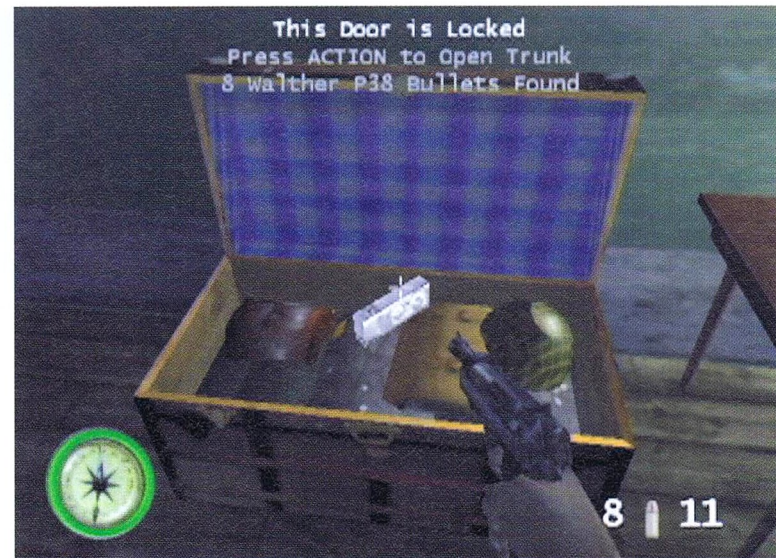
Leave the area and continue along the corridor, then stop at the end and use your

sniper rifle to kill the enemy troops in the production facility. There are a lot of soldiers in this area, so take your time and use your ears to hear when you are being shot at. When you are ready, step inside to find the manufacturing plant.



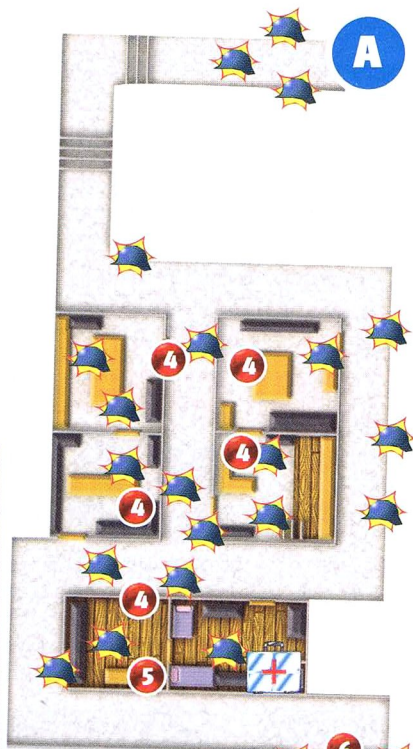
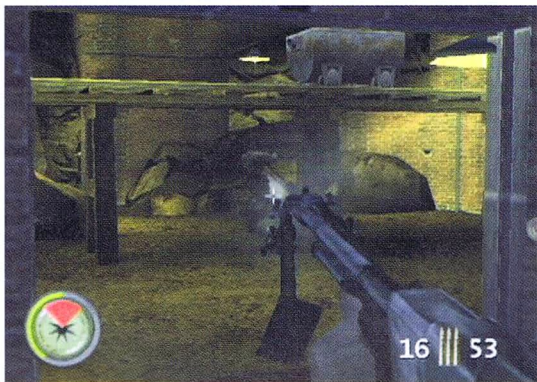
Dash across the walkway and down the stairs to the bottom.

Head through the large door into the next area, then use your sniper rifle to take out more enemy soldiers around the aircraft shells. Climb the stairs on the right and walk through and head down the small passage into the engine test department. Climb the stairs and enter the room at the back, kill the scientist and look at the gauge on the wall. Crank the handle to turn the pressure up to the maximum, and go back to the test room. Operate the switch above the engine to watch it fly across the room and shatter into tiny pieces.



Objective 8

Walk through the hole in the wall caused by the explosion, then blast the enemy soldiers in the passage behind. Walk down the steps into the corridor, then take cover behind a crate and shoot the remaining guards. Follow the corridor to the end and kill the officer in the storeroom, then search the shelves for extra health. Now exit through the door at the end and blast the soldiers working in the smelting room. Walk around the ledge and use the ladder to climb down to the bottom, then kill another load of Germans on the bridges by the coal deposits. When they are all dead, walk across the bridges and into the entrance of the mine on the far side. Now shoot another couple of guards and walk over the rubble to discover a mine cart.



TOP TIP listen up, soldier!

Medical Kits are few and far between in this facility, so you will need to use plenty of cover to avoid taking too much damage. Don't charge around all guns blazing but take your time and back off when confronted by several enemy troops.

KEY

ENEMIES

MEDICAL KIT

MEDICINAL CANTEEN

FIELD SURGEON PACK

GRENADES



MEDAL OF HONOR

> AREA 5: THE HORTEN'S NEST

enemy mine

THE ONLY WAY TO GET OUT OF THE COMPLEX IS TO TRAVEL THROUGH THE MINE. KEEP YOUR EYES OPEN AND LOOK FOR BARRELS ON THE PLATFORMS TO TAKE OUT SEVERAL ENEMY SOLDIERS IN ONE SHOT. GOOD LUCK AND KEEP YOUR HEAD DOWN!

Area 5: Mission 2

Enemy Mine

OBJECTIVES:

- 1: Ride mine cart to secret radar installation



Collect all the ammunition beside the cart and then climb inside and start your journey through the mine. Select your BAR and look over to the right, then shoot the barrel beside the door to kill both enemy guards.



Around the next corner you must look to the left and blast some more barrels to take out the soldiers in the open area. Watch out for the sniper on the bridge ahead, then look further down the track and blast another barrel before the soldier manages to fire his Panzerschreck.



Reload as you travel around the corner, then aim slightly to the left and blast some more barrels on the platform just past the rocks. Keep looking left and shoot another barrel further along the track, then ride forwards a short way and look out for another platform on the left.

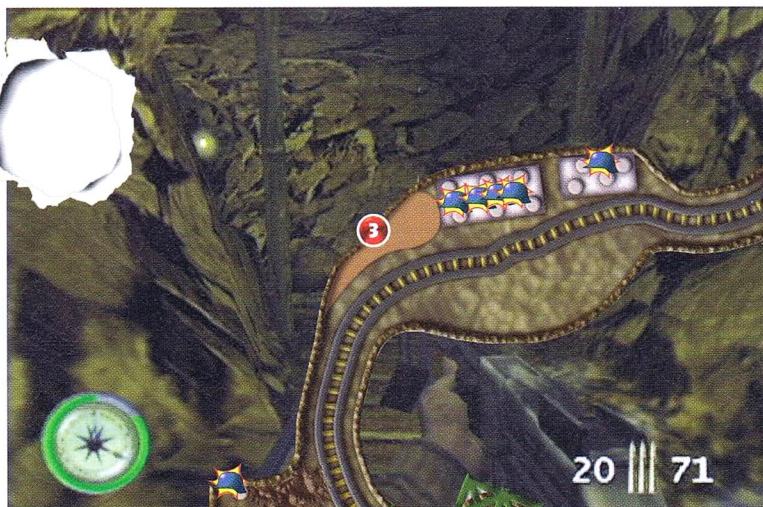


Reload your Bar as you round the corner, then aim straight along the track and quickly shoot the

German on the corner aiming a Panzerschreck in your direction. If you hit first the rocket will miss and you can continue through the mine.



The next area opens out beside a large underground pool. Quickly blast the barrels on the platform on the right, and then take out the guard on the platform



near the track. Turn immediately to the left and blast another German soldier, then shoot the barrels on the platform at the bottom.



KEY

- ENEMIES
- MEDICAL KIT
- MEDICINAL CANTEN
- FIELD SURGEON PACK
- GRENADES



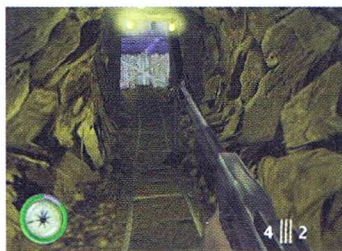
Travel under the waterfall and into

the next area, then quickly look up to your left to spot some German snipers on the track above. Try to kill them with a couple of well-placed bullets, and then continue along the track looking out for more snipers.



As you go through the next series of bends, watch out for guards beside

the track and then collect a Medical Kit a little further up. In the next open area blast the barrels on the platform on the right, then keep aiming right to kill two German officers on the platform near the track. Quickly reload your weapon and continue forwards, then aim to the left and blast the last trio of guards on a small platform. You can now just cruise to the exit.



TOP TIP
listen up, soldier!

The mine is full of enemy soldiers waiting to shoot you before you reach your goal. Use the barrels to blow up troops using minimal ammunition and try to reload on the short journeys between platforms.

UNDER THE RADAR

YOU ARE JUST OUTSIDE THE SECRET AIRBASE AND NOW MUST TRY TO CONTACT YOUR FRIENDS TO GIVE THEM THE EXACT CO-ORDINATES FOR THEIR BOMBERS. IF YOU CAN SHUT DOWN THE RADARS IN THE AREA YOU WILL MAKE LIFE A LOT EASIER FOR THEM, SO GET TO WORK SOLDIER!

Area 5: Mission 3

Under The Radar

OBJECTIVES:

- 1: Find the demolition charges
- 2: Disable both radar stations
- 3: Radio allies your position
- 4: Find entrance to the HO-IX hanger

Objective 1

Walk forwards and collect the ammunition from beside the house, then creep slowly

around the side of the house and kill the guards in the nest just ahead. Quickly blast another officer around the side, then search beside the steps to discover the demolition charges.



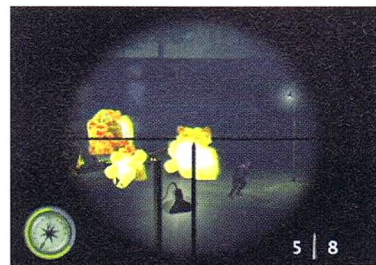
Objective 2

Walk forwards and blast the Germans in front of the radar station, then walk inside and shoot

another Nazi soldier. Plant some explosives on the equipment and back away to avoid the blast, then use your sniper rifle to kill the sniper on the tower and any soldiers hanging around in the area below. After the first radar station has been destroyed, walk back inside and drop down through the hole in the floor, then kill some more German soldiers outside. Search the area for extra ammunition, then walk over to the far side and climb the ladder onto the bank. Shoot the officer ahead and continue along the path, then switch to your sniper rifle to shoot the German firing rockets at you from a distance. Continue along the path to a junction, then follow the path straight ahead and use your sniper rifle to blast the Nazi soldiers on the range. Collect the ammunition left lying on the ground, and then continue along the path shooting more Nazi soldiers. When you reach the end use your sniper rifle to eliminate the guards in the bunker on the left, then walk down to the front of the



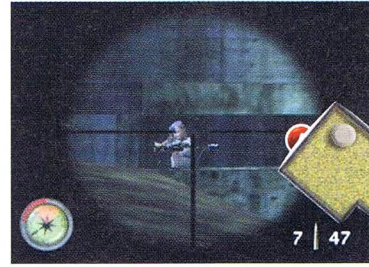
bunker and grab a very handy Medical Kit. Follow the path up past the barrels, then enter the house at the top and kill the German inside. Approach the window at the back of the hut, and then use your sniper rifle to kill some more soldiers by the demolished building. Head back to the barrels and follow the unlit path around to the front of the second bunker. Quickly dash forwards and up the stairs, then kill the guards inside the bunker and drop back down to the floor. Search to the right to find a way into the building, then use the guns to eliminate a whole squad of Nazis creeping up behind you. Climb the ladder up to the second radar, and then use your sniper rifle to take out the sniper on the tower. Now enter the radar and plant the explosives, then stand back and watch the blast.



TOP TIP listen up, soldier!

There are just loads of enemy soldiers around this airbase and all of them want your blood. You are likely to get shot on more than a few occasions, so make sure you remember the locations of any health packs you pass. You never know when you may need to collect them.





Objective 3

Drop down through the hole you have just made in the radar station, then head outside and kill the waiting Germans. Continue along the road collecting their fallen ammunition, then keep your ears open to hear gunfire coming from another tower. Duck down to avoid the bullets, then creep forwards to a spot where you can see your enemy clearly. Use your sniper rifle to take him out and then move forwards, killing more Nazi soldiers on the path. Look out for another tower a little further along the path, then continue to the end of the road where you'll find a building. Walk inside and kill the guard using the radio, then press action to radio your position to HQ.



Objective 4

Leave the room and kill the last few soldiers outside, then enter the small building on the right. Kill another soldier just inside, then approach the ladder and make your way down into the hanger.

A



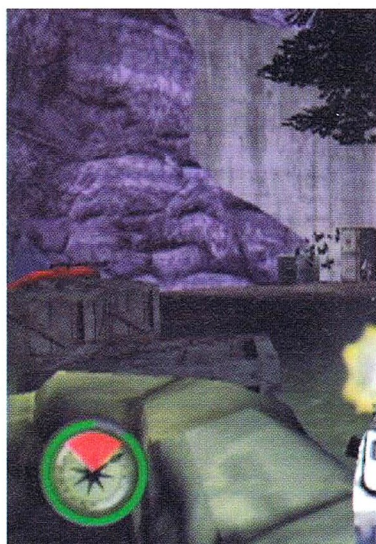
KEY	
	ENEMIES
	MEDICAL KIT
	MEDICINAL CANTEN
	FIELD SURGEON PACK
	GRENADES

stealing the show

THE BOMBERS ARE ALREADY ON THEIR WAY AND NOW YOU ARE ALL ALONE IN THE MIDDLE OF EXTREMELY HOSTILE TERRITORY. THE AIRBASE IS CRAWLING WITH NAZI SOLDIERS AND YOU WILL HAVE TO BE ON TOP FORM JUST TO SURVIVE. GET READY PATTERSON – YOU'LL HAVE TO EARN YOUR PAY TODAY!



Dash to the right and jump behind the nest, then take control of the machine gun and start blasting the Nazi troops as they move in to attack. Keep sliding the gun to the left and right, basically hitting anything that moves. Keep an eye on your health levels, and when it looks a little low, dash back into the passage and collect some Field Surgeon Packs. Return to the gun and keep firing, then dash back to the room to heal your wounds. This time go for a kamikaze-style run around the field, shooting any soldiers that remain and try to collect fallen Medical Canteens to keep yourself alive. When they are all dead, run around the field collecting more health and any dropped ammunition, then enter the hanger on the right. Quickly duck back out from the building as the bombs strike the roof, then when the dust has settled wander inside to explore. Enter the room on the left and blast the guards fixing the plane, then walk through the next door to finally meet up with Sturmgeist. He is not alone, so blast all the soldiers around him and use the barrels to take a few of them out at a time. Keep dodging back and forth to avoid taking too much damage and remember to return to earlier areas for health if needed. When all the troops are dead, shoot Sturmgeist a few times and he will soon fall down dead.

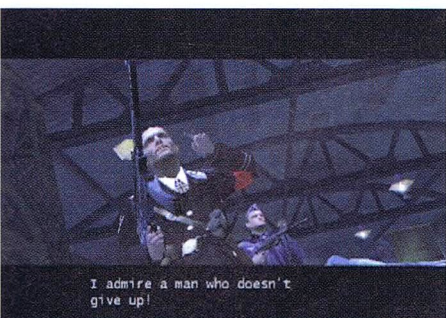
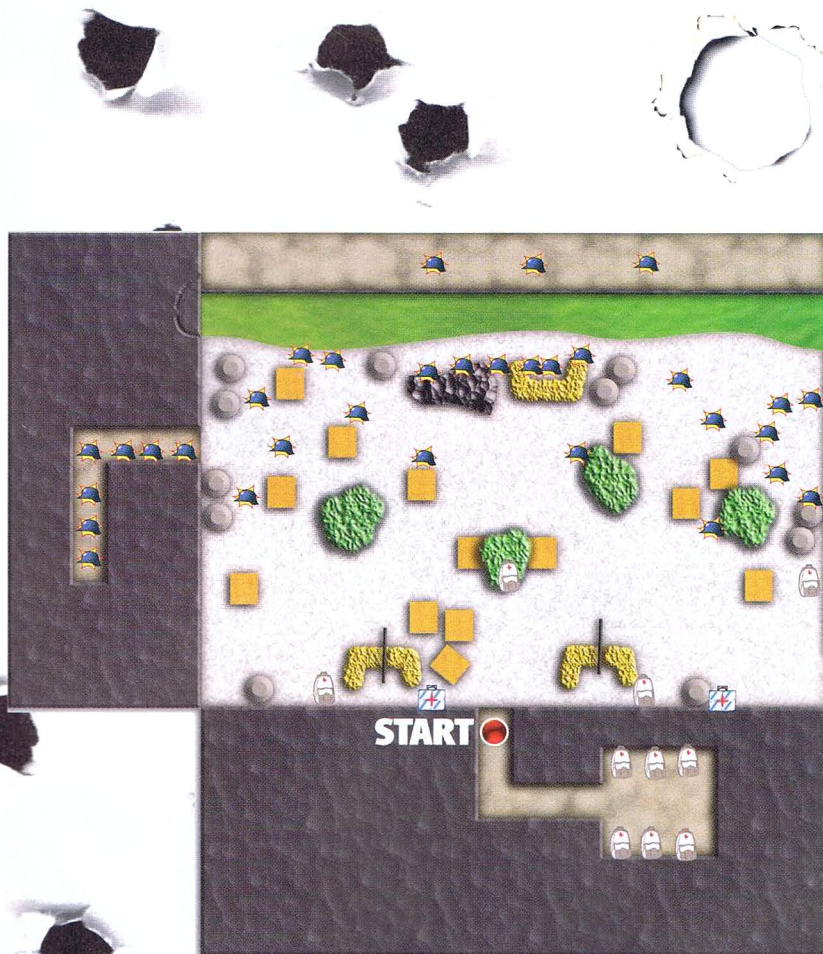


Area 5: Mission 1

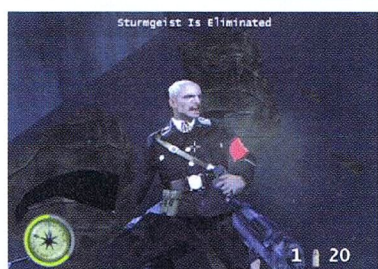
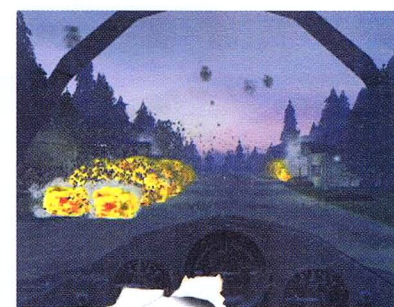
On Track

OBJECTIVES:

- 1: Find and eliminate Sturmgeist
- 2: Steal the H0-IX



Once Sturmgeist is dead you only need to make your escape. Quickly dash to the HO-IX plane inside the warehouse and press action to steal it and fly home to a hero's welcome. Congratulations, Patterson – you have completed the game and helped the allies to victory.



TOP TIP
listen up, soldier!

This area is totally packed with enemy soldiers and you will have to stay alert if you want to survive. Keep an eye on your health and dash for a Field Surgeon Pack whenever it looks a little low. There are plenty of health picks-up around the airbase, but you will need to be quick to ensure survival.

ESSENTIALS



GENRE: RACING
PUBLISHER: EA
PRICE: £39.99



FORMAT
PS2



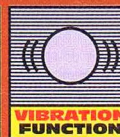
PLAYERS
1 OR 2



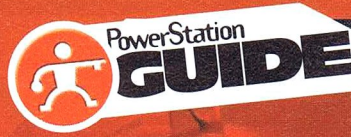
MEMORY
CARD



ANALOG
PAD



VIBRATION
FUNCTION



GUIDE WRITTEN BY: MIKE O'SULLIVAN

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P2#22 IS OUT NOW, AND AVAILABLE FROM MOST GOOD NEWSAGENTS



F1 2002

IF YOU'RE LEFT EATING DIRT WHILE YOUR RIVALS ROAR OFF INTO THE DISTANCE THEN DON'T PANIC – WE HAVE LEARNT ALL THE TRICKS AND SHOW YOU HOW TO BE A WINNER!

GENERAL DRIVING TIPS

Taking pole position is not going to be easy, but there are a few handy hints that you should bear in mind as you hurtle round the track. With our help, you'll be lapping those backmarkers before you know it.

UNDER STARTER'S ORDERS

The trick to starting well is to ease your car into motion. Don't touch the accelerator until the lights are about to go.



▲ Don't put the pedal to the metal until the lights have all gone out.

out. Rewinding the engine like mad before that will only result in your wheels spinning and you not moving as your opponents disappear off into the distance!

RIDING THE KERBS

Don't be afraid to ride up kerbs to give yourself a better angle into a corner. Don't go too far off the track or you'll pick up dirt and rubbish on your tires, but there are plenty of corners (especially chicanes)



▲ The odd crafty shortcut is always an option, but don't get carried away.

that can be taken much quicker by riding over the kerbs. If you have the FIA rules on you'll be penalised if you go too far from the track – so be careful!

LISTEN UP!

Pay attention to what your pit crew tell you – especially if they inform you that a driver is off the course somewhere. It is all too easy to smash into a driver rejoining the track because you weren't concentrating properly!



▲ If your pit crew advise you to pit in, then it is a good idea to do so immediately.

SPINNING IN THE RAIN

Should the heavens open and the track become wet, be extremely gentle. Pit in immediately and change to wets, and add around 50 meters to your braking distance. Accelerate slowly and evenly, and only when you are in a straight line, as speeding up while you are still turning will spin you. It is also vital that you stay on the racing line as much as possible in order to avoid any standing water.



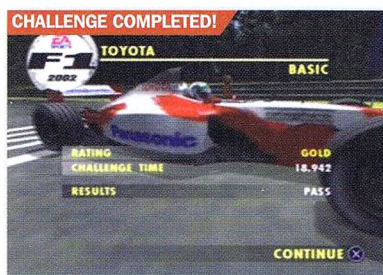
▲ Changing tyres when it starts to rain is always a prudent decision.

THE CHALLENGES

It is vital that you learn the strengths and weaknesses of the different vehicles as this will prove invaluable when racing. The best way to learn is through trying to complete the single-player challenges, and here we've published a guide to each and every one – for both Basic and Advanced mode.

TOYOTA CHALLENGE BASIC

When the lights go out, overtake the stalled car on the left-hand side. This should give you a good line into the corner and enable you to get up to second place very easily. As you approach the chicane move inside the race leader, brake hard and late. Once you are round the first corner, accelerate out and away from the pack. You can ride the kerb if you want, but be careful not to let all four wheels leave the tarmac.



ADVANCED

Take the stalled car to the right, then pull into the slipstream of the other cars. Brake later, and take them on the inside of the chicane. Ride the kerbs here, but not too much, then accelerate away.



MINARDI CHALLENGE BASIC

A little bit of a tip here – you can cut a big chunk off the first corner. Go too far and you will be disqualified so you will have to experiment a little to get to grips with just how far you can get off the track, but by using that short cut, you should be up to second or third going onto the next turn, the right hander. Get inside the lead car(s) on the corner to take the lead. You'll need to



take a hairpin left well, braking into it and then accelerating away, and the remaining corners are gentle right handers that shouldn't be causing you any problems.

ADVANCED

Move out of the slipstream of the other cars as you approach the first corner, and use the inside kerb as much as you can. You need to brake for that first corner as soon as the arrow appears, and coast gently around the series of tight bends. It may feel like you are going slowly, but don't panic into accelerating too early. You should nurse the car through, then accelerate away through the gentler curves – but don't get careless!

ARROWS CHALLENGE BASIC

From the off, move over to the right-hand side of the track. There will be an almighty crash at the hairpin, so brake hard as soon as you see the carnage unfolding. Take the corner very tight indeed – you'll probably hit a couple of cars taking a gentler curve, but that doesn't matter. It should then be full steam ahead through the gentle chicanes, as you won't need to use the brakes again. As long as you get the first corner right, this is quite an easy challenge.



ADVANCED

Again, stick to the right of the track and take the corner on the inside. This should keep you free of trouble, but you will need to brake very hard and then be quick to accelerate away. It is possible to be first as you exit the hairpin but either way it should be full speed to the end of the test from here on.

JAGUAR CHALLENGE BASIC

This sounds impossibly tough, but it is actually the easiest challenge of them all. The walls at Monaco are so close to the track that you can use them to slow you down, and it is easier and faster than braking. You only have to survive half a lap, so you don't have to worry about damaging your car. Simply bomb it around and use the walls to slow you down at corners. You need to break for the chicane coming out of the tunnel, but other than that there are no problems – getting a gold pass should be a formality...

ADVANCED

You need to be a little more careful as you have further to go, but the barriers are still handy through the first section to slow you down. In the extra section, take a little



F1 2002 TOP TIPS

HIT THE BRAKES!

Practice finding the right braking spot for each corner, then accelerating through it to keep your speed as high as possible.



CAREFUL AT THE BACK

Look out as you lap back markers – there is nothing more frustrating than being taken out by a no-hoper because you got careless.



TOE THE LINE

Try to stick to the racing line as much as possible in order to get the best lap times.



A QUALIFIED SUCCESS

Always put one lap in right at the start of qualifying – the track will be clear and if the weather takes a turn for the worse later in the session, you'll be feeling rather smug.



more care as it is possible to go off the track, and hitting the barriers is more of a hindrance than a help.

TAKE THE TUNNEL



RENAULT CHALLENGE BASIC

The hardest one of the lot, and one that will need patience and practice. Enter the pit lane at the second opportunity (when a gap appears in the grass verge) and enter at full speed. Hit the brakes full on IMMEDIATELY and you should just make it to 50 within the limit. When you have to slow to 12mph you don't need to brake for a couple of seconds, and can judge things much better. Hit right as soon as you are told to, then keep that finger poised over R2. Gear up as soon as you are told to, then accelerate out of the pits. It isn't easy, but keep trying and you will be rewarded eventually.

TIME TO CHANGE THE TYRES!



ADVANCED

You need to get in the pits first, so take the other car on the inside. You'll need to start braking a little earlier than on the basic test, and drive around a corner once the pit stop is over – but again, this gets easier with practice.

FOLLOW INSTRUCTIONS EXACTLY



BAR CHALLENGE BASIC

Not as easy as it seems. You can take the first two corners at something approaching full pelt, but slow down only slightly for the third (the right hander). Throw the car hard into the final left turn and don't worry if you run a little wide – it is actually better to as it allows you to leave the corner at higher speed and the finish line is just after the corner.

ADVANCED

A long challenge, but not an especially tough one. The first two corners can be taken at full pelt, and you should take second shortly after them. There are no really sharp corners, and a nice long straight that should allow you to slipstream the leading car and pass him with ease.

STICK TO THE RACING LINE



JORDAN CHALLENGE BASIC

A tough one, but not impossible. Don't worry about the cars behind you, and concentrate on your own race. Getting the first corner right is key, and take the chicane slowly. The last right hander into the home straight can be cut by driving over the green tarmac – make sure you take full advantage and accelerate away to cross the finish line.

ADVANCED

Actually a very easy challenge, this one! You can take a huge liberty with the green tarmac on the first corner, which should put you in first place. Brake hard for the last corner and you should have no

problems. If you can't take first place, look out for the Ferrari spinning at this corner.

SAUBER CHALLENGE BASIC

As long as you get the start right, this is a doddle. Take the corner on the inside of the Ferrari, but don't brake too hard. Accelerate out of the second turn and don't worry about going wide as the finish line is imminent.

ADVANCED

Starting fifth, and in the wet, makes this much tougher than the basic challenge. A good start should get you up to third by the first corner, and try to sneak up the inside of the leading pair. Be gentle with the accelerator, as there is lots of standing water on the next corner and it is easy to spin. Fortunately, you haven't got far to survive until the end.

LOOK OUT FOR THE BEND!



WILLIAMS CHALLENGE BASIC

As long as you keep an eye out behind you, this shouldn't be a problem. Take a normal line into the corners and the other cars won't be able to catch you. On the long straight, you may have to weave around to stop yourself being overtaken by the more powerful Ferrari behind you, but as long as you can hold him off on the straight, you shouldn't have a problem

LOOK OUT, BEHIND YOU!



ADVANCED

Ignore the cars behind you, and concentrate on catching the two ahead. Try and keep close through the corners, and slipstream them on the long straight. You should be able to take first by the time you reach the final bend, and brake hard and late to make sure that you keep your place. Accelerate away to take the flag.

MAKE USE OF THE STRAIGHTS



MCLAREN CHALLENGE BASIC

Barrichello is the problem here – if you can avoid hitting him on the first corner you are halfway there. You should be third by the time you reach the mini-chicane, and if you don't slow down much only a tap on the brakes is needed) you should be first or second as you approach the hairpin. Slam on the brakes and turn hard, then hit the accelerator as soon as you can in order to pull away from the others and take the flag.

TRY NOT TO CRASH!



ADVANCED

Again, the first corner is key, and you should be careful not to hit anyone. Choose the easiest line on the long left hander in order to take third place, and bomb it through the slight chicane. This should put you just behind the lead pair – cut inside them at the hairpin turn and brake hard to get ahead of your rivals, then pull away quickly to complete the challenge.

STAY OUT OF TROUBLE!



FERRARI CHALLENGE BASIC

All you need to do is beat your rival out of the hairpin (whilst staying within the time limit). However, the Ferrari is a beast under braking, and you'll need to slam them on with 100m to go to the corner and keep them on almost all the way round. Once you have the inside line on your opponent, put the pedal to the metal and accelerate away to cross the line.

TAKE THE CORNER TIGHTLY!



ADVANCED

Brake a fraction later than you did for the basic challenge, and ride the kerb on the inside of your opponent at the hairpin. Accelerate away to take the flag and leave him eating rubber!

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ESSENTIALS>



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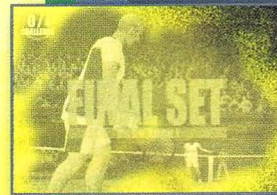
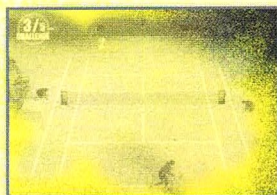
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TENNIS PROS

SMASH COURT CONTAINS SOME OF THE TOP PLAYERS IN THE WORLD, HERE'S A RUNDOWN OF THEIR STRENGTHS AND WEAKNESSES.

MARTINA HINGIS

Nationality:Swiss
Birth date:30/09/80
Height:5'7"
Weight:130 lbs
Plays:Right handed

ALL-ROUND PLAYER



Hingis can run quickly to the ball and her shots are well controlled, making her a good choice for beginners. Aim your shots for the sidelines as they'll rarely go out and your opponent will have a tough time reaching them.

LINDSAY DAVENPORT

Nationality:USA
Birth date:03/06/76
Height:6'2"
Weight:175 lbs
Plays:Right handed

POWER PLAYER



Davenport's height gives her an advantage and her reach is much greater, allowing you to get those difficult shot. Her disadvantage is a slight lack of speed. Try to avoid rallies and use her power to hit shots past opponents.

MONICA SELES

Nationality:USA
Birth date:02/12/73
Height:5'10"
Weight:154 lbs
Plays:Left handed

TWO-HANDED HARD HITTER



Her backhand's better than her forehand so try to position yourself so that shot can be played. She has a great deal of power in the backhand so stay near the back of the court and send some shots up either side of the court.

ANNA KOURNIKOVA

Nationality:Russian
Birth date:07/06/81
Height:5'8"
Weight:123 lbs
Plays:Right handed

AGGRESSIVE NET PLAYER



Kournikova is a great net player and she can send volleys flying back over the net before an opponent can react. Her ground strokes don't have much power, so try to get to the net as soon as you can for those volleys.

YEVGENY KAFELNIKOV

Nationality:Russian
Birth date:18/02/74
Height:6'3"
Weight:185 lbs
Plays:Right handed

PRECISION HITTER



Kafelnikov's height puts him at a great advantage as he has a greater reach. He can hit most shots with great accuracy. His speed is pretty comparable to the others, so he can get across court to those wide shots with ease.

PETE SAMPRAS

Nationality:USA
Birth date:12/08/71
Height:6'1"
Weight:175 lbs
Plays:Right handed

ALL-ROUND PLAYER



Sampras' obvious strength lies in his obscenely fast serves. However, they aren't always that accurate – so don't go for an ace on every serve. Since he is a fast mover, it's best to concentrate on serve and volley.

ANDRE AGASSI

Nationality:USA
Birth date:29/04/70
Height:5'11"
Weight:170 lbs
Plays:Right handed

SKILFUL RETURNS



Agassi plays best at the back of the court as he has good ground stroke speed and control. His best shot is a backhand from the baseline. Agassi is also a pretty good server, not as fast as Sampras, but slightly more accurate.

PATRICK Rafter

Nationality:Australian
Birth date:28/12/72
Height:6'1"
Weight:190 lbs
Plays:Right handed

SERVE AND VOLLEY ARTIST



Rafter isn't as fast on his feet as the other male players but he has a powerful stroke, which works best at the net. He isn't good in rallies so they should be avoided in favour of volleys and aggressive attacking at the net.

SECRET CHARACTERS

RED ACE

Win the game in Arcade mode on any difficulty setting with a male character. Select Exhibition mode and move past Rafter on the Character Selection screen to access Red Ace.

HITOMI YOSHINO

Win the game in Arcade mode on any difficulty setting with a female character. Select Exhibition mode and move past Rafter on the Character Selection screen to access Hitomi Yoshino.

SECRET SETTING

ULTIMATE DIFFICULTY

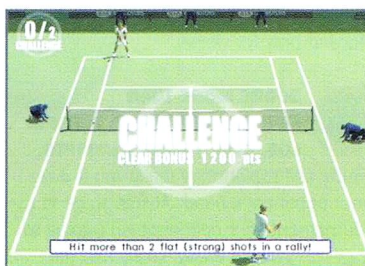
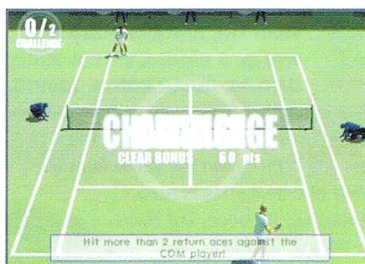
Successfully complete Time Attack mode on the Hard difficulty setting to unlock the Ultimate difficulty setting.

TOURNAMENT CHALLENGES

Australian Open

1 SCORE MORE THAN FOUR POINTS USING GROUND STROKES. CLEAR BONUS 120PTS.

A ground stroke means that the ball has to bounce before you hit it, so stay near the back of the court and give the ball room to do this.



2 DON'T LET THE COM PLAYER SCORE MORE THAN TWO POINTS. CLEAR BONUS 240PTS.

Simple, just don't let the COM player score. At this early stage of the tournament this should not be at all difficult and you can afford to make one mistake but no more.

3 HIT MORE THAN TWO RETURN ACES AGAINST THE COM

PLAYER. CLEAR BONUS 360PTS.

Obviously there's nothing you can do when you're serving so just concentrate on holding your serve. Once your opponent is serving use drop shots to achieve the return aces, or if they do a poor serve try to smash it across the court.

4 SCORE MORE THAN EIGHT POINTS USING FOREHAND VOLLEYS. CLEAR BONUS 720PTS.

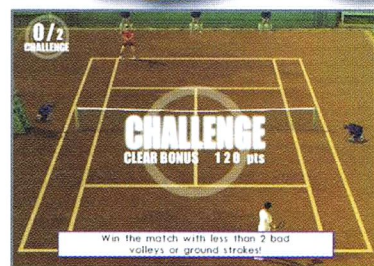
This is quite tough and the best time to do it is on the first shot after your serve. After you've served wide run forward and volley the ball back to the other side – your opponent shouldn't be able to reach it in time.

5 HIT MORE THAN TWO FLAT (STRONG) SHOTS IN A RALLY. CLEAR BONUS 1200PTS.

This is another tough challenge that you'll want to get out of the way so you can concentrate on winning. The best opportunity to do one of these flat shots is when your opponent has hit a slow shot. This is most likely to happen when they've had to reach to hit the ball. Hit the ball hard back to your opponent and hopefully they'll only just reach it again. They'll hit another slow shot so hit it back hard to complete the challenge and win the point.

DOUBLE UP

When playing doubles don't rely on the COM player. If they move out of position too much you can guarantee the opposition will take advantage.



DUMMY

When your opponent is about to perform a smash stay on one side of the court then run to the other side just as he hits the ball. Hopefully, you should run straight into the path of the ball.

SMASH COURT TENNIS

>CHALLENGES

French Open

1 WIN THE MATCH WITH LESS THAN TWO BAD VOLLEYS OR GROUND STROKES. CLEAR BONUS 120PTS.

This means you must hit the ball well rather than only just reaching it and performing a weak shot. At this early stage your opponent will hit it back to you almost every time anyway so this shouldn't cause you any problems.

2 SCORE MORE THAN FOUR POINTS USING DROP SHOTS OR DROP VOLLEYS. CLEAR BONUS 240PTS.

Pretty self-explanatory really, drop the ball just after the net four times before the match ends. At this stage this shouldn't cause too many problems, just make sure your opponent can't get to it and smash it back.

3 WIN THE MATCH WITH MORE THAN 60% OF 'NICE' SHOTS. CLEAR BONUS 360PTS.

Your timing has to be pretty good on most of the shots you make, and that includes serves. Just try to anticipate where your opponent will hit the ball so you can get to it in plenty of time. Also try to avoid rallies as the more shots you hit the more your percentage is likely to go down.

4 RETURN YOUR OPPONENT'S SMASHES AND FLAT (STRONG) SHOTS MORE THAN FOUR TIMES. CLEAR BONUS 720PTS.

This is a tough one as you've got to get your opponent to smash the ball in the first place. Lobbing the ball is the best method but then you have to return it, which is the trickiest part. Try to trick your opponent into hitting the ball to a particular side by staying on the side you lobbed from until the moment they hit the ball. Then run to the other side where they should have hit the ball to (unless they were going to hit at you anyway, in which case just run away from it).

5 WIN POINTS BY CONTINUING A RALLY FOR MORE THAN 14 SHOTS. CLEAR BONUS 1200PTS.

It's tough enough to keep a rally going at the best of times and in the final it's even tougher. The only thing you can do is run like hell to reach the ball, but don't give your opponent shots that are too easy to hit otherwise they'll use it to their advantage - after all, they don't care how long the rally lasts.

Wimbledon

1 HIT MORE THAN ONE ACE (NON-RETURNABLE) AGAINST THE COM PLAYER. CLEAR BONUS 120PTS.

This is pretty simple, just serve it down the middle and your opponent should miss it. Just make sure you don't get a fault or, even worse, a double fault.

2 USE SMASHES AND FLAT (STRONG) SHOTS TO SCORE MORE THAN FOUR POINTS. CLEAR BONUS 240PTS.

Make your opponent play weak shots by forcing them to reach for the ball then smash it back across. The best time to do this is when you serve. Do a serve down the middle that they can just reach and barely manage to get back over the net.



3 HIT MORE THAN THREE DROP VOLLEY SHOTS IN A RALLY. CLEAR BONUS 360PTS.

The drop shots aren't difficult to do. Making sure your opponent hits them is the tricky part. The best thing you can do is make sure they aren't at the back of the court when you perform the shots.

4 TURN THE GAME AROUND AND WIN TWO GAMES, WITH A SCORE OF 0-40. CLEAR BONUS 720PTS.

This is another tricky one as it involves you intentionally losing three points then coming back to win the game from the jaws of defeat. This is hard enough to do once, but twice is getting ridiculous. Just play the best tennis you can once the score is at 0-40 and pray for victory.

5 SCORE MORE THAN FIVE POINTS USING A TOPSPIN LOB. CLEAR BONUS 1200PTS.

Pretty self-explanatory really, lob it over your opponent's head. At this stage in the tournament your opponent isn't going to give up easily, so try and get them near the net with some drop shots then lob it to get the point.

KEEP IT SIMPLE

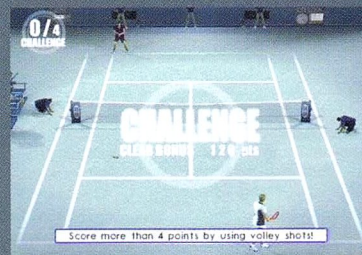
When using your selected player make sure that you keep to their style. Don't try to get aces with a player who hasn't got great serves and don't use a net player at the back of the court.

Turn the game around and win 2 games, starting with a score of 0-40!

US Open

1 SCORE MORE THAN FOUR POINTS BY USING VOLLEY SHOTS. CLEAR BONUS 120PTS.

Simple. Just hit the ball back over the net before it touches the ground. Stick close to the net, but not so close that your opponent lobs the ball over or past you.



2 SCORE MORE THAN FIVE POINTS USING FOREHAND GROUND STROKES. CLEAR BONUS 240PTS.

Let the ball bounce then use a forehand shot to score a point. This isn't quite as easy as it sounds, as you'll often find yourself in a position in which only a backhand can be performed. Try to position yourself early for the shot so you can hit it however you like.



3 WIN THE MATCH WITHIN A TIME OF 3:00:00. CLEAR BONUS 360PTS.

Let your opponent score as few points as possible and try to keep the rallies to a minimum. Aces are a fast way of scoring points but your opponent is unlikely to let many by. Whatever you do, try to avoid letting the game go to Deuce as this wastes loads of time.



4 WIN THE MATCH WITH MORE THAN 70% OF 'NICE' SHOTS. CLEAR BONUS 720PTS.

This is the same as the third challenge in the French Open but even harder. You can't afford to make many poor shots otherwise you'll soon find yourself way below the 70% mark.

5 WIN THE MATCH WITH LESS THAN FOUR BAD RETURNS. CLEAR BONUS 1200PTS.

This is similar to the first challenge in the French Open but now it's even harder as it's the final match. Your opponent will do some killer serves, some of which are impossible to return well so just try to position yourself as well as you can for every shot. If it looks like you will only just reach the ball then don't bother going for it and concede the point (unless it's match or break point).

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Jamiroquai	You give me something	1461820	Iron Maiden	Back in the village	1461788	Manic street preachers	You stole the sun	1460444	Pink	Get the party started	1461756
Sugababes	Freak like me	1461805	Mad Donna	Wheels on the bus	1461789	Santana	Maria Maria	1461377	Ian van Dahl	Castles in the sky	1460725
James Brown	Sex machine	1461812	Mad House	Like a prayer	1461797	Final Fantasy	Final Fantasy prelude	1461620	Darude	Sandstorm	1460229
S Club Juniors	One step closer	1461808	Natalie Imbruglia	Wrong impression	1461787	:: Most Popular/Themes ::					
Jean-Michael Jarre	Oxygene	1461810	Pink	Don't let me get me	1461792	Ja Rule feat. Ashanti	Always on time	1461764	Afroman	Because I got high	1461711
Fat Les	Vindaloo	1461817	Shakira	Que me quedas	1461783	Nickelback	How you remind me	1461769	Mission Impossible	(TV Theme)	1461421
Theme/Nbc News		1461807	Shy Fx&T-Power	Shake ur body	1461784	Shakira	Whenever Wherever	1461772	Sophie Ellis Bexter		
Anastacia	One day in your life	1461782	Shaggy feat. Ali G/Me Julie		1461781	Linkin Park	In The End	1461183	Murder on the dancefloor		1461761
Ashanti	Foolish	1461793	Sum 41	Motivation	1461798	PPK	Resurrection	1461710	Pink Panther	(Movie Theme)	1461596
Creed	My sacrifice	1461776	Travis	Side	1461801	Lasgo	Something	1461770	P.Diddy and the family	Bad boy for life	1461694
Celine Dion	A new day has come	1461777	Westlife	World of our own	1461773	The Simpsons	(TV Theme)	1460280	Enrique Iglesias	Hero	1461759
Darren Hayes	Insatiable	1461780	Faithless	Insomnia	1461180	Daniel Bedingfield	Gotta get thru this	1461730	Men behaving badly	(TV Theme)	1461400
DJ Otzi	Hey baby	1461698	The Prodigy	Fire	1460989	Alien Ant Farm	Smooth Criminal	1461693	Bombfunk MC's	Freestyler	1461014
Fat Joe feat. Ashanti	What's luv	1461802	Eurythmics	Sweet dreams	1460885	Beverly Hills Cop	Axel F.	1460562	Eminem	Stan	1460325
Gareth Gates	Unchained melody	1461786	Limp Bizkit	My Generation	1461469	Kylie Minogue			Usher	You remind me	1460441
						Can't get you out of my head		1461692	Halloween	(Movie Theme)	1461077

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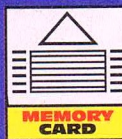
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SLEEP	1480057	THE GAME	1480052	SEXBOMB	1480067	PIG SEARCH	1480061	! / excuse (...) time but... > < << (...) I REALLY > < WANNA > < < / KISS (...) YOU > < EXCUSE ME 1480038	
SMILE	1480094	SKATE	1480078	SESSION	1480069	GOOD NIGHT	1480030		
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KNOC	1480001	GRIMACE	1480015	BLOW	1480033	HEY YOU	1480018		
PHONE LOCK	1480083	I LOVE U	1480032	SUCK MY	1480034	CRUISING	1480044		
TITANIC	1480086	FRIENDS	1480017	HANDS FREE	1480021	PRESS DOWN	1480062		
JUMP	1480013	FOR SEXY PERSON	1480072	BIGBOOBS	1480003	HAPPY BIRTHDAY	1480023		

SPIDER-MAN: THE MOVIE

> LEVELS 1 & 2

ESSENTIALS

GENRE: ACTION
PUBLISHER: ACTIVISION
PRICE: £44.99



PowerStation
WALKTHROUGH

GUIDE WRITTEN BY: SAM MAXTED

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PLAY AS SPIDER-MAN AS HE BATTLES SUPER VILLAINS AND PUT A STOP TO THE GREEN GOBLIN ONCE AND FOR ALL.

Spider Man: The Movie

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Level 1: Search For Justice

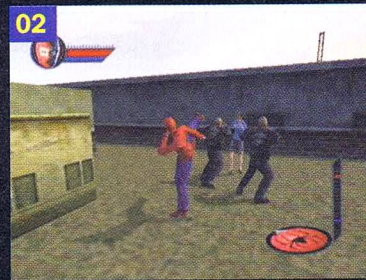
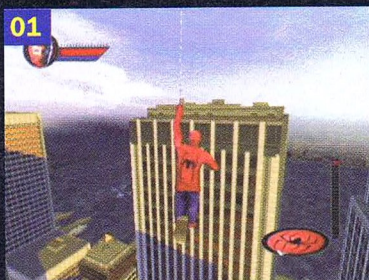
Start by crawling underneath the eagle head you're standing on to find the first **gold spider**. You can find a **second** on a building almost straight ahead of your start point – it's guarded by two thugs and is located right on the edge of the level [01].

Look for a white-striped building with gold windows that has a maze of corridors

on top. That done, swing towards your objectives and beat up any thugs you find. Your Elbow Slam combo is good for this, as it will get rid of them in only three hits. Keep moving to your objectives as they appear and smack around the odd bad guy until you see a cut-scene.

Take the **red spider**, then climb to the top of the building you're on. Swing ahead and to your right and you'll find another building with a maze on top. Kill the baddies and talk to the woman here

[02], then head back the way you came and a little to your right again. Drop down onto the roof with a couple of thugs roaming around and take the **purse** in the corner. Return it to the woman on the previous building, then either clear the enemies from the rest of the rooftops or follow your compass and height meter to the warehouse. Simply touch the **large spider** on top of it to complete the level.



SECOND CHANCE

If you can't find a gold spider in a particular level, don't despair. Some of them will re-appear in more obvious locations, later in the game.



Level 2: Warehouse Hunt

Try to stay in the shadows in this level as much as you can – your character's picture in the top-left corner of the screen will change when you've hidden successfully. Grab the **gold spider** in the corridor, then sneak up on the enemies in the next room, using the shadows to your advantage. Take the **red spider** from the catwalk once they're out of the way, then open the door or shutter to the right of where you came in. Alternatively, you could try and sneak past the guards, keeping to the shadows [01], but this will be hard to do. Kill a load more enemies as you move through the corridor, using the various items dotted around as weapons. Once they've been dealt with, climb the boxes near the first glowing question mark to find a **secret area** and a **red spider** [02]. Take the **blue spider** in an alcove in the corridor, then open the shutters at the end of it.

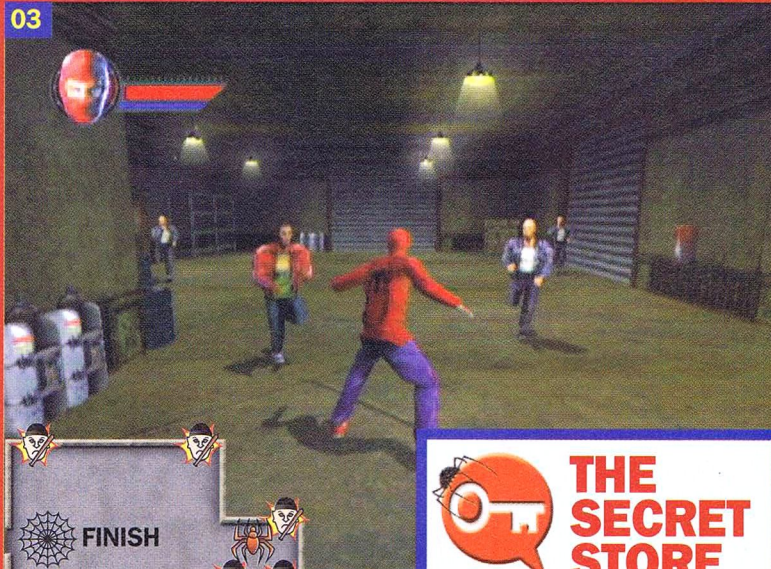
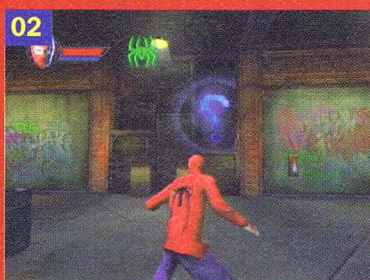
Kill the enemies that attack after the cut-scene, then pick up the

red spider on top of the boxes. Head around behind the truck, jumping out of the way of the speeding forklift before it runs you over. Zip line up into the vent just down here, then turn off at the junction inside. Climb out of the vent and press the button, before going back in and past where the electricity was. Head into a pair of rooms now and get

rid of the enemies inside, taking a **blue spider** from the second one. Head into another vent in the wall nearby, then out at the far end and press another button. Go back through the vent now and into the previous room to find a vent cover lying on the floor. Use your zip line while standing on top of it, then kill the bad guy in the next room along. Be careful

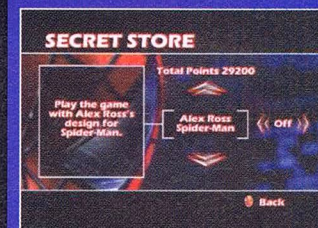
though, as he's stronger than any you've met so far. Take the **fuse** from his body and place it in the console inside the control room, before heading through the shutter you opened.

Kill the bad guys in here [03], then take the **red spider**. Head through the door that opens and you'll move on to the next level.



THE SECRET STORE

No game would be complete without extra features to unlock and *Spider-Man* doesn't disappoint. When going for infinite webbing, you may want to bear in mind that you can pick up more points by playing on higher difficulty levels.



10,000 points:
Pinhead Bowling in the Training mode.

20,000 points:
An extra movie in the gallery, featuring Vulture.

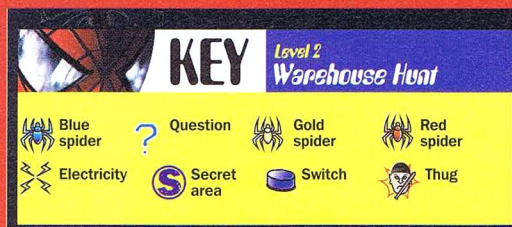
30,000 points:
An extra movie in the gallery, featuring Shocker.

50,000 points:
Infinite webbing.

Complete the game on Easy or above:
Unlock Peter Parker and the wrestling costume.

Complete the game on Normal or above:
An alternate design for Spidey's costume.

Complete the game on Hero or above:
Play as the Green Goblin.



SPIDER-MAN: THE MOVIE

> LEVELS 3, 4, 5 & 6

Level 3: Birth Of A Hero

Head up into a series of vents and climb out of the one on the left. Crawl over the ceiling, avoiding detection and open the closed door near the question mark in the corner [01]. Take the **gold spider** inside, then run into the question mark just through the other door. Getting this spider without being seen is also the **secret** for the level, but beware – you may only be able to get it the first time through. Use the zip line to get past the steam, take another **gold spider**, then fight off a large group of bad guys in the next room. This will be a tough fight, but there are several **red and blue spiders** dotted around, so make good use of them. Your new combo – Handspring – will help a lot as it can hit multiple enemies at the same time [02].

Grab the **key** from one of the fallen thugs, then use it to open the door with the flashing light above it. Take the **red spider** just inside, then zip line up the middle of the stairs. Head through the corridor and you'll have to face the boss – Uncle Ben's Killer. There's one thing you should remember in this fight – the ceiling is your friend. The boss won't be able to see or hit you up here

Level 4: Oscorp's Gambit

Start by looking around and searching for the **red and blue spiders** on the rooftops and ledges – you might need them later on. That done follow Spider-Man's instructions and use your compass to help you complete each objective [01]. Head back to the roof where you started and run into the **large spider**.

After the cut-scene, target the robot, drop onto on a nearby roof and dodge its attacks until it either lands or hovers above the ground. Once it's within range, there are a number of techniques you can use to see it off, but one stands head and shoulders above the rest. Use

if you avoid using your impact webbing. You can keep track of the murderer easily from here and it will help you sneak up before attacking. If you attack the boss head-on, he'll shoot you to pieces. When you see him throw a grenade, get out of the way as it will blind you for a short time and leave you vulnerable to attack [03]. If your health or webbing get low, there are **red and blue spiders** up on the ceiling, against the walls. Once you've defeated the boss, the level will be complete.



your webbing to fire at it from a distance – it's more powerful down here than it is in the air and it's easier to land a direct hit [02].

Continue using it against the robots as they attack, but hide behind the scenery so you don't get too many swarming you at once. Should you run low on health or webbing, go after one



or more of the power-ups you found earlier. The level will end after you've reduced the homicidal robots to smoking piles of scrap metal. As far as the 'Defeated HKs' objective is concerned, look for mechanical spiders crawling over one of the buildings after the second group of robots attack. Destroy them to get this bonus.

Level 5: The Subway Station

Run over to the security guard and protect him from the attacking bad guys. Concentrate on the ones going after him, as you can always heal yourself later on. Once he's safe, go up the stairs behind you, near where you started the level. Head into the door to your left and beat up a criminal [01], before moving into the next room and turning right to find another, attacking a hostage. Grab the **red spider**, then go and help the guard in the large room you were just in. That done, go back into the main area and save the guard you see in the distance, ahead and to your right.

Watch the cut-scene, then run over and pick up the man with the punch button, before putting him down in the circle marked by your compass. Next, head down to where the enemies are, opposite where you came in. Don't kill them yet, as there's a **gold spider** on the ceiling under the stairs they came from. Turn around now and head over to the left-hand side of the level. Go onto the short bridge opposite the escalators, then drop down to your left for another **gold spider**. Beat up the thugs chasing you, before heading down into the gate shown in the cut-scene, near where you started the level. Beat up some more bad guys here, making sure both guards survive. Once they've been dealt with, Spidey will chase the Shocker into the sewers.



Level 3
Birth Of A Hero



Thug



Question



Ben's Killer



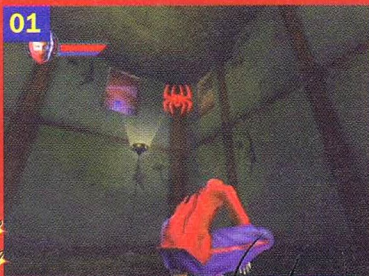
Gold Spider



Red Spider



Blue Spider



Level 5
The Subway Station



Thug



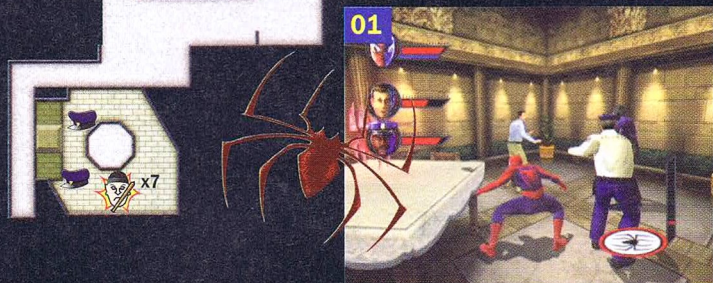
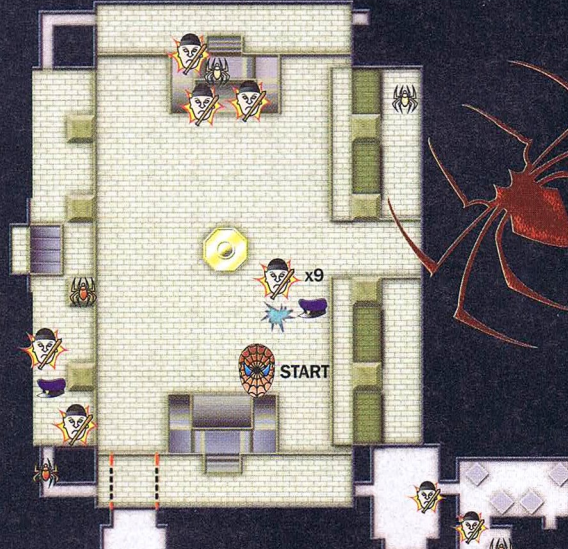
Friendly



Gold Spider



Red Spider



Level 6: Chase Through The Sewer

Kill the thugs in the corridor, then beat up another around the corner to your left. Take his **key** and open the door behind you, crawling along the wall to the left to get past the water. Kill the enemy who starts shooting at you, take the **red spider** next to him and cross the water [01]. Beat up some thugs at the junction, before turning left and getting rid of some more in the next room. Grab the **blue spider**, then make your way down into the area below you to find some more goons. Pull a pair of switches on the ledge surrounding the room and go through the door that opens, after taking

another **red spider**. Get rid of some more baddies in here then cross the water, heading to your left to see another cut-scene.

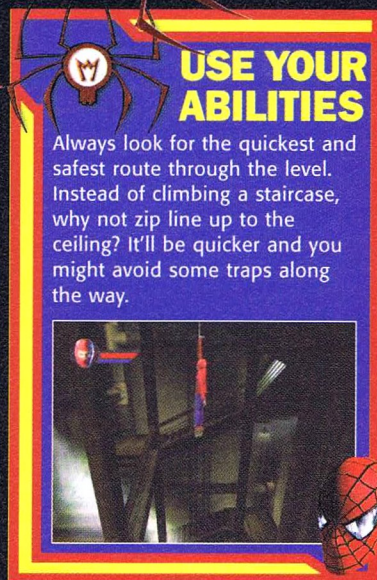
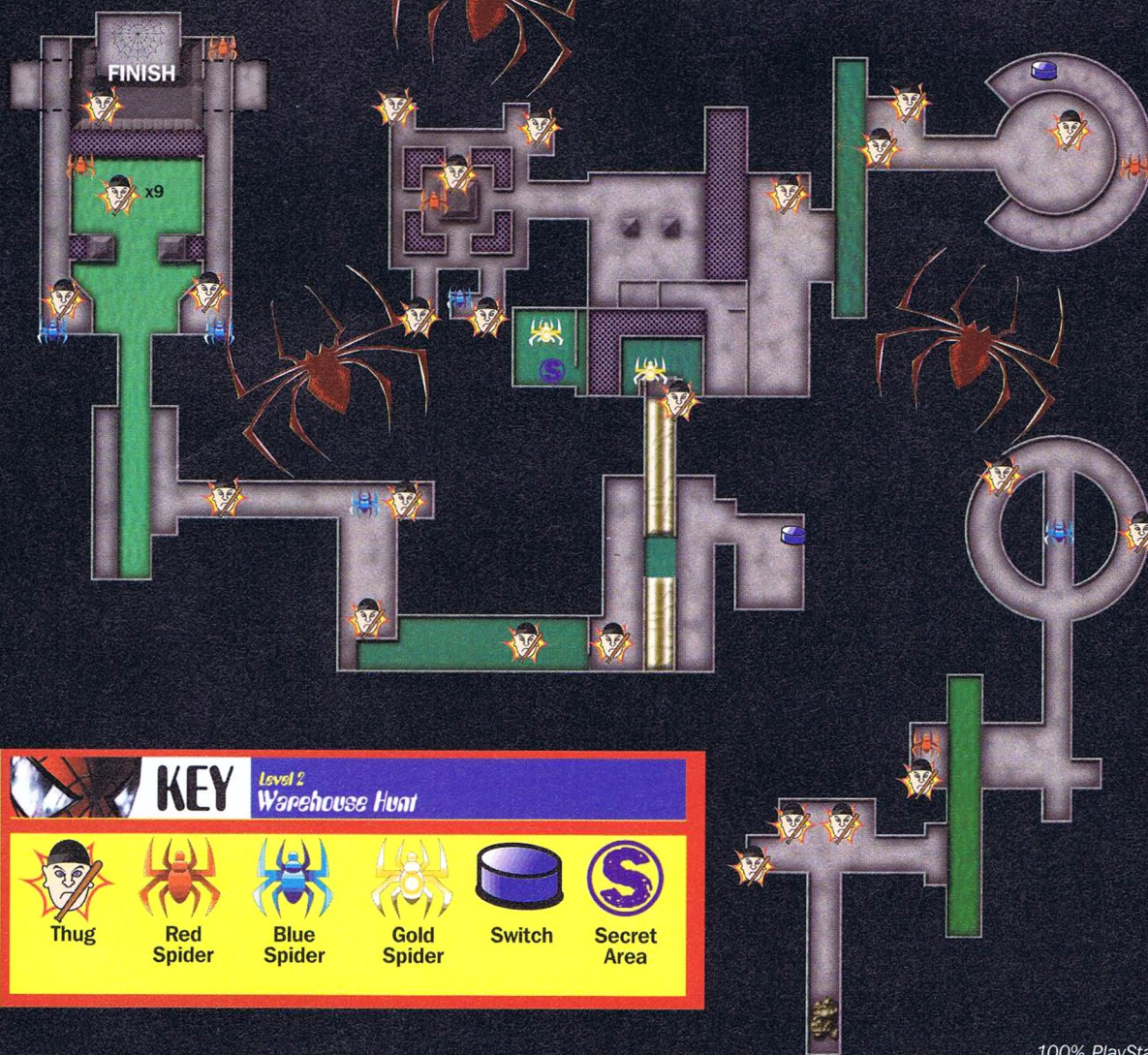
Beat up some more criminals and grab a **red spider** from the alcove, before taking out one more above the water pipe. Pick up the **gold spider** [02], then go into the corridor opposite where you came in. Get rid of the bad guys here and take the **crank** from one of them before looking around for a **red** and a **blue spider**.

Head back into the previous room now and reattach the crank under the flashing red light on the wall. Go through the pipe and kill some more enemies at the far end, climbing out and going up a ladder to find a room with a switch. Pull it; then go back through the pipe. Drop down into the water (don't worry – it's safe) and

enter the door to your left [03] to get a **gold spider** inside a **secret area**.

Go through the pipe again, then start off along the corridor. Keep moving, fighting as you go and taking a **blue spider** before you reach another water-filled trench. Head along it until you come to a large room filled with enemies. Take out the ones up above you first, as they'll shoot you from a distance.

Replenish your health and webbing with the **spiders** dotted around, then go back down to ground level and finish off the rest of the thugs [04]. Get rid of some more when they appear and take the **key** from one of them. That done, drop into the nearby pit and open the door to your right, pulling the switch inside. Finally, go back into the main room and through the doors on the top floor to finish the level.



SPIDER-MAN: THE MOVIE

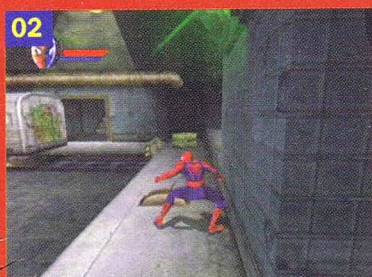
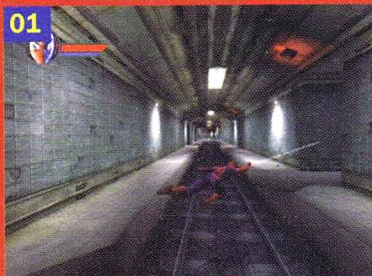
> LEVELS 7, 8, 9, 10 & 11

Level 7: Showdown With Shocker

Start moving down the corridors, watching your Spider Sense to avoid the Shocker's blasts. You'll need to zip line your way from alcove to alcove, as running won't be fast enough [01]. Things get even tougher as you approach the Shocker himself, as his rate of fire increases. When you've nearly caught up with him, he'll run off and block the corridor. Take the **red spider** when he does, then pull the switch on the left to get the train to move out of your way [02]. Go up the stairs behind it, then quickly zip line to your right and grab the **gold spider** from the water before it floats away. Head down a set of stairs at the end of this section, then over a set of train tracks and into a small corridor to face the boss.

Lock your camera onto Shocker before you do anything else, then keep the platforms between you and him so he can't attack. Ambush him when he jumps down to ground level, then back off again

and use the pillars to hide from him. When Shocker turns himself into a human whirlwind, get ready to pounce. After he lands, he'll be dizzy and you can use this opportunity to beat him to a bloody pulp. It's possible to attack Shocker at other times as well, but by far the easiest way to beat him is to repeat this process until he gives up. If you get low on health during the fight, there's a **red spider** in one of the corners to help you out.



Level 8: Vulture's Lair

Move into the next room and start climbing the stairs. Zip line up to the ceiling when some grenades come towards you to avoid being blown up. Stay on the ceiling as much as you can while you climb the tower, looking out for **red spiders** and dodging more grenades as they're thrown [01]. Look out for mines and explosive spiders too, which will be attached to the walls. The former aren't too bad, but the latter will chase after you before blowing themselves up. Keep moving until you see a cut-scene, then look up at the ceiling. Fire off a zip line when the burning log is out of the way [02], then take a **red spider** before

climbing up, out of range of the fire. Enter the central section for another **red spider**, then carry on up the stairs.

When it looks like the way ahead is blocked, move into the central section of the tower, through a hole in the wire. Zip line up to the ceiling to find another one and climb out of it. Fall through a gap in the stairs just past here to get a **gold spider** [03], then continue onwards and upwards. Watch out when the music changes, because things are about to get a lot more dangerous. Mines, grenades and explosive spiders are everywhere – the best way to survive is to wall-crawl and zip line up the stairs as quickly as possible. Grab any **red spiders** you come across on your way, as you're probably going to need them. Eventually, you'll come to the top and Vulture will try to get away.



KEY

Level 7:
Showdown with Shocker



Switch



Red Spider



Blue Spider



Gold Spider

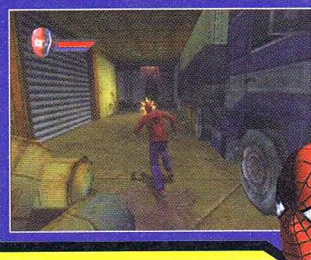


Shocker



SIXTH SENSE

Watch for your spider sense – when it goes off, you're in extreme danger. Look around to see where it's coming from, but don't take too long. You'll only have a short time to react before it's too late.

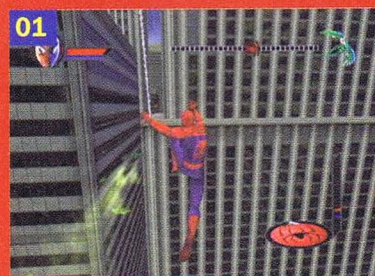


START

Level 9: Vulture's Escapes

Chase after Vulture, dodging the projectiles he fires at you [01]. Remember that holding down the web swing button will make you move faster, but hamper your ability to turn. Also, using your web-breaking ability (jumping mid-flight, turning in the air and then swinging again) will help you corner more quickly. Remember that the faster you complete the level and the closer you manage to get to Vulture, the more points you'll score. However, if you let the super villain get too far away from you, the level will end and you'll have to start all over

again. At two points in the level, Vulture will attack a structure sitting on a nearby building – you'll have to land and web them up before they topple over onto the street below. That done, continue the chase – the level will end after a while, when Vulture realises he isn't able to lose you.



Level 10: Air Duel With Vulture

There are two **gold spiders** on this level – the first is on top of the main building, while the second sits on the lowest ledge, five or six spaces from the top of the height meter. There are also various **red** and **blue spiders** dotted about, so keep an eye out for them. As for Vulture himself, he has two power bars – one red and one blue. The blue one represents his ability to fly, which you can knock down by kicking and firing webbing at him from the air [01]. Once the bar's been reduced to nothing, Vulture will land – chase after him

and pummel him while you have the chance. This is the only time you can decrease his main, red power bar, so take advantage of it. You'll need to knock him out of the sky several times to do enough damage to see him off for good.

Just hitting him isn't enough though – your dodging skills will have to be up to scratch as well. Vulture has a number of attacks here that he hasn't used up until now – as well as the usual projectiles, he'll chuck grenades at you and will charge into you, headfirst. Also, be careful when he takes off after being injured – if you're too close when he does, you'll be knocked to one side [02]. Once Vulture's been defeated, the level will be complete – well done on foiling the robbery!



Level 11: Corralled

Whether or not you're going to complete the level will probably be determined in the first minute or so. Both you and Scorpion will be attacked by a swarm of robot spiders that have a number of weapons at their disposal [01]. The most dangerous of these is a short-range flame-thrower, which will kill you or Scorpion in no time flat. Fend off the spiders attacking Scorpion, ignoring the ones after you. After all, you can increase your health with the **red spiders** dotted around the car park, but he can't. Try and stay close to him as he moves around, so you can protect him more effectively. Your web yank skill will be useful here, for pulling spiders off the wall. Tying them up works well too, as they find it hard to break free.

The cars on this level can be picked up and used as weapons [02], but be careful not to get too close to them once they land. When they do, they'll explode a few seconds later. Once all the spiders have been defeated and Scorpion is safe, the level will end.



SWING INSIDE!

Don't be afraid to use your web-swinging ability while indoors. Sometimes, a well-placed swinging kick can take out whole groups of enemies at once.



KEY

Level 5
The Subway Station

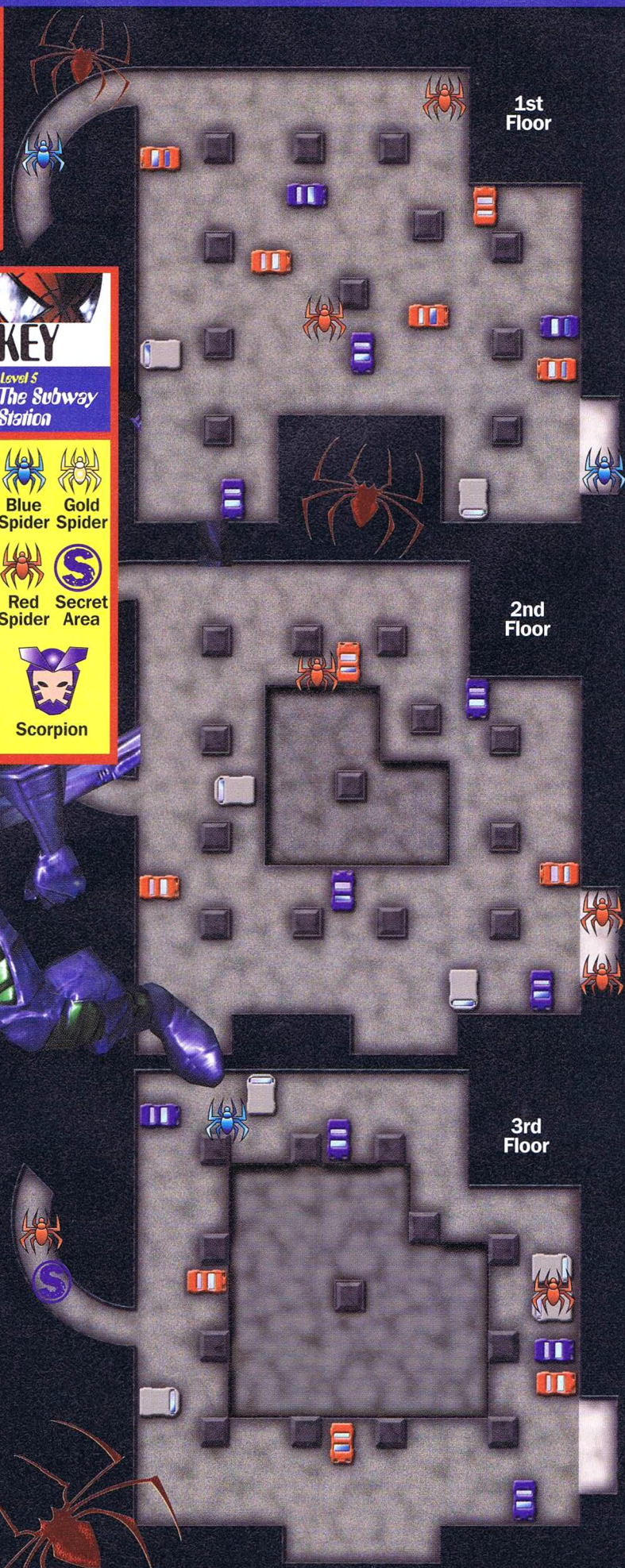
Blue Spider

Gold Spider

Red Spider

Secret Area

Scorpion



SPIDER-MAN: THE MOVIE

> LEVELS 12, 13, 14, 15 & 16

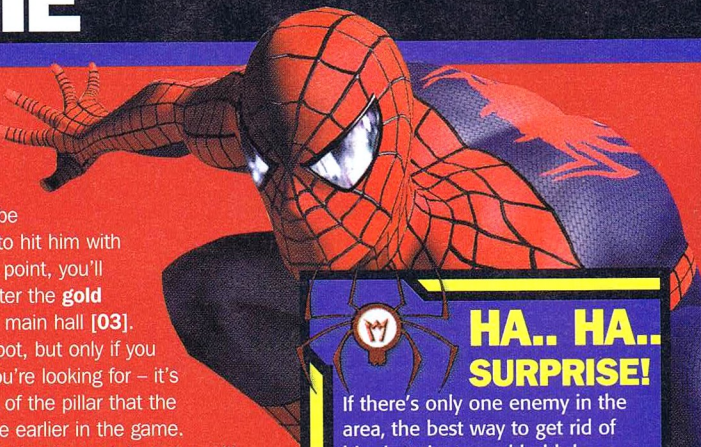
Level 12: *Scorpions Rampage*

This fight won't be easy, as Scorpion is a good match for you in hand-to-hand combat. On top of this, he can fire shots at you from a distance, including an extremely powerful one when he's sitting on a wall [01]. As soon as he jumps up onto one, use your web yank to get him back down again. This can be a good opportunity for you to strike, as he'll take a fraction of a

second to react once he lands. Use your web gloves in conjunction with this to do even more damage. You'll probably need to heal yourself during the fight – there are a couple of **red spiders** in the main area, but more are down inside the corridors, where level five ended [02].

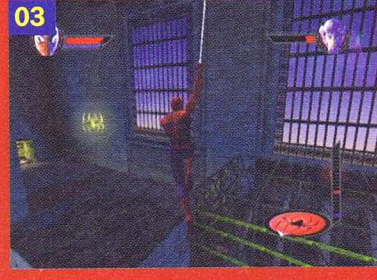
There are a number of techniques that can be used to defeat Scorpion – hand-to-hand combat is just one of them. Web domes can be useful when the boss is advancing on you, but you'll soon run out of webbing if you use them too often. Remember that there are various items sitting around that you can attack with

during the fight, too – if you stay locked onto Scorpion it'll be much easier to hit him with them. At one point, you'll want to go after the **gold spider** in the main hall [03]. It's easy to spot, but only if you know what you're looking for – it's sitting on top of the pillar that the Shocker broke earlier in the game. Once Scorpion has been defeated, you'll be free to move on to the next level.



HA.. HA.. SURPRISE!

If there's only one enemy in the area, the best way to get rid of him is to jump and hold down the button, landing on his shoulders. You can pummel him into submission from here.



**Red Spider**

**Blue Spider**

**Gold Spider**

**Scorpion**

KEY *Level 12 Scorpion's Rampage*



concentrate on kicking him to pieces, though punches will also work. The boss has one main attack – firing rockets at you. These can be destroyed with webbing, but it's better to avoid them altogether.

After a while, the Goblin will fly off – chase him down and grab a **red spider** floating in mid air on the way to a tower, which he'll attack. Land on the roof and use your webbing to repair the struts [02], then continue to fight your arch-nemesis. There are also some **blue** and **red spiders** on this building, should you need them. Once the boss has been damaged enough, he'll fly off again – chase after him!

Land on one of the small platforms attached to the bridge that the Green Goblin tries to destroy. Repair it with your webbing, just like you did on the tower.

You might also want to fire some shots at the rockets the Goblin launches at you, so you don't get knocked off the ledge. After all, it's hard enough to land on it in the first place. Once the bridge is repaired, start swinging again and attack the boss with everything you've got – feel free to use what's left of your webbing, as you won't need it again. The Goblin will run away once more now, into a large, open area. Fight him again and he'll try to get away, leading you to the next level.

Level 13: *Coup D'etat*

Start the level by rescuing Mary Jane from the top of the giant balloon. Web swing down to it, pick her up with the punch button and drop her off on the roof, marked by your compass [01]. Watch the resulting cut-scene, grab a **gold spider** on top of the building you left Mary Jane on, then go after the Green Goblin. Avoid using your webbing on him, as **blue spiders** are hard to come by. Besides, you'll need it for something important later on. Instead,



Level 14: The Offer

Fight the Green Goblin again here, just as you did before. Save your webbing and stick to using punches and kicks [01] – you'll need it for later and blue spiders are scarce. Once the Goblin's blue power bar has been depleted, his glider will be damaged and he'll escape into a nearby building. Grab a **red spider** or two from the roofs if you're low on health, then go in after him. This is the tricky bit – the Green Goblin has plenty of ranged attacks and is a demon in hand-to-hand combat. The best way to hurt him is probably to use your web dome as he approaches. Alternatively, you could use your impact webbing if you don't mind him dodging some of it. Grab the **gold spider** on the floor when you have a spare moment. Don't be afraid to leave the building to hunt for **red spiders** if you use up all the ones inside, as the boss won't follow you. Don't take too long doing this though, or he'll get bored and run away. Once the Goblin's taken enough damage, he'll take flight once more. Start web swinging and fight him again, just as you did earlier. You could also try to get the 'ride goblin' bonus here, by jumping and holding down the button, landing on his glider [02]. If you manage it, hammer the punch button to give him a good hiding. The Goblin will run off into a second building when his glider becomes damaged, so heal yourself up with **red spiders** before following him inside. Down here, you'll need to avoid the electricity-spitting pylons while you fight [03]. Use different tactics this time around – stay a good distance away from him and dodge his grenades, while firing your impact webbing. Both **red** and **blue spiders** can be found on the ceiling, so use them when you get low on either health or webbing. Once the Green Goblin's power bar is empty, the level will be complete.



Level 15: Race Against Time

This level will be tough – the time limits for disarming the bombs are very tight and you'll have to be spot-on with your web swinging if you want to reach them in time. Start by swinging directly in front of you, following your compass and height meter to the first bomb when it appears [01]. Avoid flying through the spotlights, as this will make more robots attack. Also, make sure you're holding down the web swing button while you're in the air, as this will dramatically increase your speed. Try to land right next to the bomb



on the first roof and tie up the enemy flying above you if you have time. Use the punch button to defuse the bomb, then head off to the right. Move around the left-hand side of the building in front of you and increase your height. Land halfway along the side of the building, on the ledge and grab a **red spider** before defusing the bomb between the towers [02]. Take a **blue spider** just past it if you need to, then start swinging straight in front of you again. Decrease your height as you approach the next bomb and try to land beside it. Defuse it, then turn around and head towards your next target. Concentrate on avoiding the spotlights and mechs as you go – there are plenty around here. Defuse this chain of three bombs as fast as you can [03] – you won't have time to stop and web up any robots. Be careful with the final bomb in this set, as sometimes a spotlight will be centred directly on top of it. If this is the case, you'll have to wait a second or two for it to move on.

Swing off as soon as you can to get away from the mechs, then move towards your final target. The time limit won't be such a problem here – it's the enemies attacking you and the large number of spotlights scanning the sky that will cause you concern [04]. You're probably low on health by now, so give the mechs and lights a wide berth as you head towards the bomb in the distance. Land right next to it and defuse it to finish the level.



Level 16: The Razors Edge

This level is fairly basic, as well as fairly easy. There are very few power-ups around, but you shouldn't need them. Fight off the razorbats by locking on, swinging towards them and launching a kick [01]. If you line yourself up correctly, you can take out several of them at once. It may also be a good idea to jump, breaking your web, and attack again with punch or kick. This launches a homing attack that's guaranteed to take out one of the bats, if you're close enough. Keep fighting until you've destroyed a total of fifty bats. At this point, the end of the level will appear on your compass. Head over to this point and touch the **large spider** in the alcove to complete it [02].

Alternatively, you may want to spend a little longer fighting the razorbats – if you get rid of more than you have to (we're not sure how many, exactly), you'll score bonus points at the end of the mission.



SPIDER-MAN: THE MOVIE

>> LEVELS 17, 18, 19 & 20

Level 17: Breaking and Entering

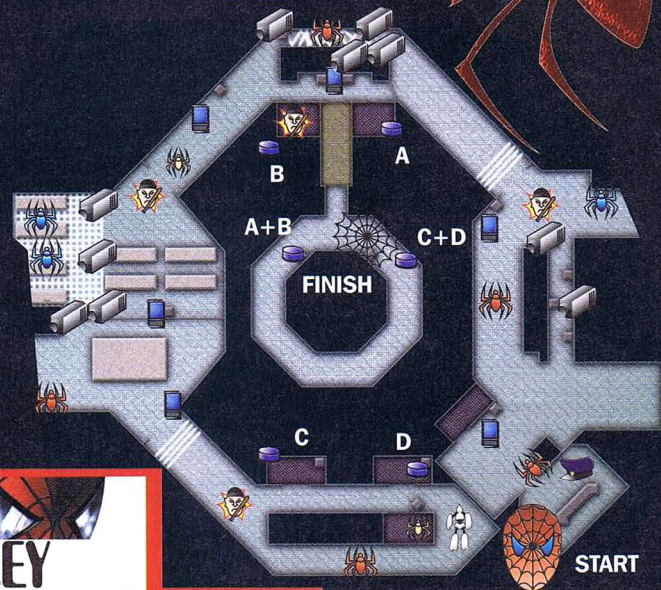
Run through the vent and watch the cut-scene, before zip lining up to the ceiling. Crawl past the guard down below, then open the door at the end of the corridor when he's facing the other way. Dodge into the lift lobby and get ready to complete a non-sensical 'secret'. Press the button just to the right of where you came in, then one opposite it on the left-hand side, and a third beside that. The three lifts should open as you do so [01]. Take the **red spider** inside the final lift, then go back into the previous room and through the door behind the camera. Zip up to the ceiling, then open the door at the top of the stairs.

Watch the cut-scene, move into the room and zip line up to the ceiling. Cross it, staying in the shadows as much as possible and make your way down to the **gold spider** [02]. Look for a computer

that's switched on, then tie up the guards before using it. That done, head through the door opposite where you picked up the gold spider. Climb another set of stairs and open the door at the top, dodging the camera just inside. Tie up the guard now and use a pair of computers. Be careful though, as he will break free of his bonds shortly after you've finished with the first machine. Cover the guard in webbing again before you activate the second PC.

That done, head out of the door at the end of the room and hop up onto the ceiling, turning right and moving into another, similar-looking room. Make use of two more computers, then go back into the raised corridor at the end of the room. Turn right, towards the blast doors, dodging the camera protecting them. Go inside and use the panel – you'll need to enter the pieces of code here that you found on the computers. The blue piece goes on the left and the red piece with the circles goes on the right. In between, you'll have to place the pieces so that the colour changes gradually from blue to red. Once you've entered the code correctly, the level will be complete.

Level 18: Chemical Chaos



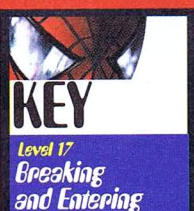
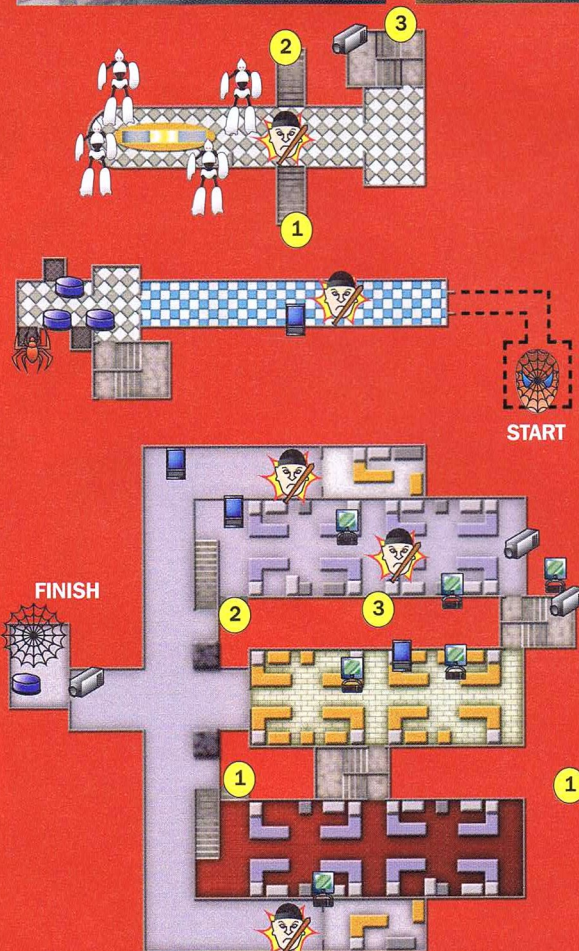
Open the door using the panel beside it, then zip line onto the ceiling outside. Turn to your right and go down the left-hand turning at the junction. Go past the **red spider** on the ground and into the door you see on the left, dodging the guard along the way. Zip line past the lasers here, making sure to stop before you reach the camera just past them. Move up onto the right-hand wall now and begin to thread your way through the laser beams [01]. If you need to switch walls to get the **red spider**, simply zip line between them. Move onto the ceiling again when you get past them, then turn left at the junction. Go into the door at the far end of the corridor and watch the resulting cut-scene, listening carefully to what's said.

Press the button in here, then go back into the corridor and onto the ceiling again. Drop down in front of the door near the junction, then press a second button inside. Back in the corridor again, go into the large glass door between the two control rooms. Head through this room to see another cut-scene. Use the

control panel with the letters 'A' and 'B' above it [02], then take the **blue spider** before going back out the way you came, into the corridor.

Head left and take the **gold spider** on the ceiling above the door, left at the junction. Go in through the door now, watching out for another patrolling guard. Zip line across to the shelves on the far side of the room, avoiding the criss-crossing lasers and the cameras. Take a **blue spider**, if you need one, then zip line down to the nearby door, making sure to avoid the camera above it. Go through this room, grab the **red spider** and open the door on the far side with the flashing panel next to it. Zip line through the lasers when a gap appears, then get rid of the guard in the back corridor, near another **red spider**. This is the best place to ambush him, as there are no alarms nearby. Head into the room opposite the one marked with a 'D' for another **gold spider**, before going back into the corridor. Flick the switch in room C, then try the door to room D to see a cut-scene.

Zip line up to the ceiling to avoid being spotted, then watch another cut-scene and splat Dr Rue with your impact webbing when the robot's out of sight. Take the key the scientist dropped, then enter room D and flick the switch. That done, head back through the lasers at the start of this area, zip lining past them. Make your way back to the central chamber now, where you had a choice of control panels earlier in the level. Use the one marked with a 'C' and a 'D' to complete it.



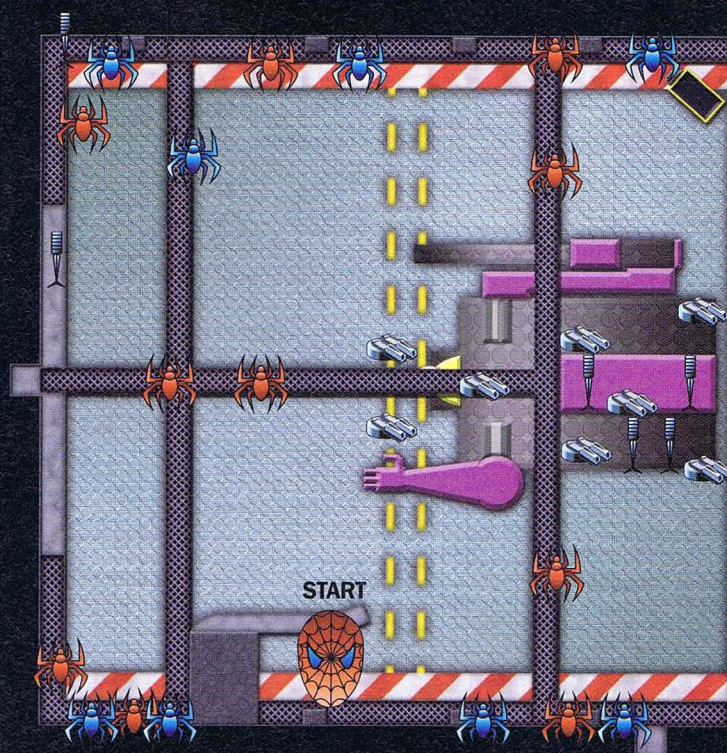
1 Numbered doors lead to one another



Level 19: *Oscorp's Ultimate Weapon*

There are plenty of **red** and **blue spiders** dotted around this level – some in the corners furthest away from the mech and more underneath the gantry near the ceiling [01]. These are harder to get but safer, as if you stray too far from the boss, he'll fire a huge cannon at you. Annoyingly, he's pretty accurate and two hits can kill you, even if you're at full health. As a result, you'll need to strike a balance of keeping close enough so as not to be hit by the cannon [02] and far enough away so that the turrets keep missing you. Your first job here is to destroy the shield

generators. Do so from the air, using your webbing. You can land and kick them to pieces, but you'll take too much damage for it to be a real option. You'll lose more than half a health bar destroying just one of them and will need to heal yourself immediately afterwards. Another tactic is to fire webbing at the generators from up on the gantry. You'll be safer still up here, but hitting your target might prove difficult. Regardless of which method you choose, try to avoid fighting the small, flying robots as much as possible – if you destroy one, another will take its place. Once all the generators have been destroyed, the boss itself will be vulnerable. You must swing towards it and land on its neck, where the shield was before. A few well-placed punches and kicks will make it explode, creating a hole in the wall for you to escape through.



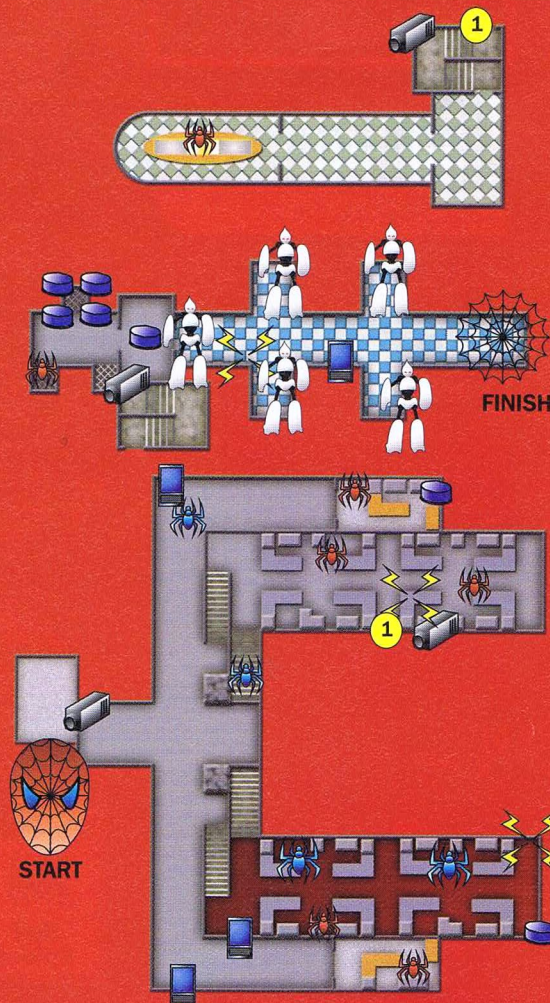
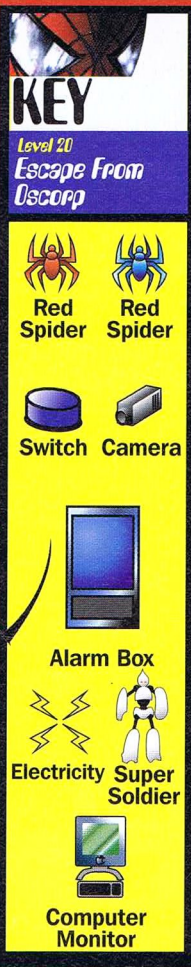
Level 20: *Escape From Oscorp*

Turn down the corridor to your left, go all the way to the end and into a small room. Destroy the super soldier inside, then use the large computer in the corner [01]. That done, head out into the corridor again, following it all the way along to an identical room at the far end, on the opposite side of the level. Tie up or kill the super soldier inside, then use the large computer to turn off the gun turrets.

As a whole, it's probably best to run rather than fight in this level, unless

you're going for the 'super soldiers killed' bonus – they're just too powerful to take on effectively. Also, keep an eye out for the **red** and **blue spiders** dotted about the place. There are plenty around, including a number inside the office cubicles [02]. You shouldn't have too much trouble health-wise, unless you get stuck in the corner with a large group of robots.

Head into the large room next to the one you're in and go down to the far end of it. Press the button on the right-hand wall, then enter the door behind you. Drop down past the stairs and open the next door, before tying up a super soldier on the far side. Press the button on the wall and wait for the door to open, then swing as fast as you can down to the far end of the corridor, past more waiting bad guys [03]. When you get close enough to the vent, the level will be complete.



SPIDER-MAN: THE MOVIE

>LEVEL 21 & 22



GREEN GOBLIN THE EASY WAY

The Green Goblin – The Easy Way
When the Green Goblin's unlocked by completing Hero difficulty, it gives the game a whole new lease of life. His controls are completely different and the way you play the game can change dramatically. However, it's tough to unlock him by normal means, so here's a quick and easy way to do so:



- 1Enter the 'ARACHNID' code in the Cheat menu.
- 2Start a new game on either Hero or Super Hero difficulty.
- 3Go back to the main menu and select 'Conclusion' from the Level Warp screen.
- 4After the end sequence, select the Green Goblin from the Secret Store, start a new game and choose not to reset your bonus points.

Level 22: Face-Off At The Bridge

Start by swinging straight in front of you and pick up Mary Jane from the platform, using the punch button [01]. Turn around and jump off the bridge now, heading towards the target near the police barricade. Drop her off by pressing punch again, then get ready to fight. Swing-kick the Green Goblin and dive at him by jumping nearby, then pressing either punch or kick. His blue power bar will deplete rapidly this time around and he'll be forced to land. When he does, avoid being dragged into hand-to-hand combat, as this is where he's strongest.



Level 21: Mary Jane Kidnapped

There's not an awful lot that can be said about this level really, apart from that it's similar to 'Vulture Escapes'. Chase the Green Goblin as best you can, making sure he doesn't get too far away from you [01]. Dodge the mines he leaves behind him by staying slightly to one side of the route he takes. Make sure you don't get too close behind him, or you won't be able to dodge them.

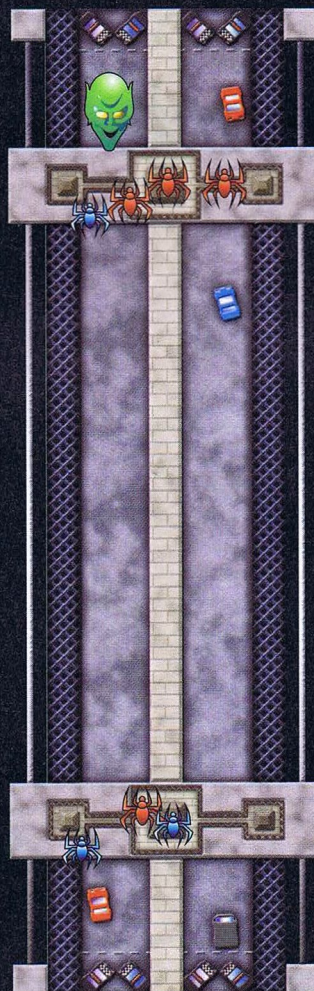


You may not be able to keep up with the Goblin if you play fair, so why not cheat? There are several points in the level where he flies all the way around a building, making a U-turn. Instead of following him all the way around, learn where he does this and cut him off. You'll make up quite a bit of time this way [02]. Avoid breaking your web by jumping during this level as it will really slow you down. After a certain amount of time, the Green Goblin will fly off again, leading you to the final level of the game.



Be sure to watch out for his glider as well – it will ram and shoot you of its own accord.

Once the Goblin's grounded, attack from a distance, either by throwing cars or firing impact webbing. This shouldn't be too hard, as his grenades are fairly easy to avoid from this far away. Alternatively, you could stay in the air and launch kicks at him as you swing by. The boss will jump back onto his glider every so often and you'll have to knock him to the ground again [02]. If you get low on health, there are several **red spiders** dotted around the bridge, including one near where you rescued Mary Jane and another on a similar platform, on the other side of the level. Just keep plugging away and you should be able to defeat the Green Goblin – you've fought him often enough before, after all. Now that you've finished the game, do as Spidey says – go outside and play!



Red Spider



Friendly



Blue Spider



Green Goblin

KEY

Level 22
Face Off At The Bridge



SPIDEY CHEAT CODES

Enter the following codes in the cheats section of the Specials menu to add a little spice to the game:

CAPTAINSTACEY

Play as Captain Stacey.

FREAKOUT

A costume similar to the Green Goblin's.

GIRLNEXTDOOR

Play as Mary Jane.

HERMANSCULTZ

Play as Shocker.

KNUCKLES

Play as a thug.

REALHERO

Play as a policeman.

SERUM

Play as a scientist.

STICKYRICE

Play as Uncle Ben's killer.

THUGSRUS

Play as one of the Shocker's goons.

SPIDERBYTE

Knee-high character.

GOESTOYOURHEAD

Big head and feet for Spider-Man.

JOELSPEANUTS

Enemies have big heads and feet.

ARACHNID

Everything in the gallery is opened, as well as a level select.

IMIARMAS

All levels available in the Level Warp menu.

ROMITAS

Opens up a Next Level option in the pause menu.

HEADEXPLODY

Opens the hidden training levels.

KOALA

Unlocks all combat controls.

ORGANICWEBBING

Infinite webbing.

DODGETHIS

Slow-motion combat.

BEHINDTHEMASK

Play from a first-person view.

CHILLOUT

The Green Goblin's glider doesn't overheat.

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LOGOS (NOKIA ONLY)

PIX

112 - Peaches & Cream: 5202
2Pac - California Love: 1068
2Pac - Changes: 5156
2Pac - Until The End Of Time: 4723
A - Nothing: 6215
A1 - Take On Me: 6284
Aaliyah - More Than A Woman: 5993
Abba - Dancing Queen: 1078
Afroman - Because I Got High: 5403
Alicia Keys - Fallin': 5730
Alien Ant Farm - Smooth Criminal: 5261
Anastacia - I'm Outta Love: 4784
Atomic Kitten - Eternal Flame: 4999
Atomic Kitten - Whole Again: 3615
Baha Men - Who Let The Dogs Out: 3542
Barthezz - On The Move: 5253
Black Sabbath - Paranoid: 4013
Blink 182 - All The Small Things: 1117
Blink 182 - First Date: 5344
Blink 182 - The Rock Show: 4899
Blue - All Rise: 4311
Blue - Too Close: 5200
Bob Marley - No Woman No Cry: 6240
Bob The Builder - Mambo No 5: 5229
Bomfunk MCs - Freestyler: 3637
Bon Jovi - It's My Life: 1123
Brandy - What About Us: 6204
Britney Spears - Overprotected: 6093
Bubba Sparxxx - Lovely: 6258
Bubba Sparxxx - Ugly: 5765
Busta Rhymes - Break Ya Neck: 6292
Christina Aguilera - Lady Marmalade: 4803
Christina Milian - AM To PM: 6074
City High - What Would You Do: 5339
City High ft Eve - Caramel: 6291
CKY - 96 Quite Bitter Beings: 6080
Coolio - Gangsta's Paradise: 1148
Cosmic Gate - Firewire: 5002
Crazy Town - Butterfly: 3612
Creed - My Sacrifice: 6294
D12 - Purple Pills: 4944
D12 - S*** On You: 3699
Dandy Warhols - Bohemian Like You: 5728
Daniel Bedingfield - Gotta Get Thru: 5812
Darude - Feel The Beat: 3660
De Boulevard - Point Of View: 6205
Destiny's Child - Bootylicious: 5000
Destiny's Child - Independent Women: 3569
Destiny's Child - Jumpin' Jumpin': 3924
Destiny's Child - Say My Name: 1168
Destiny's Child - Survivor: 3831
Dexy's Midnight Runners - Eileen: 1170
Distant Soundz - Time After Time: 6256
DJ Aligator Project - Whistle Song: 5990
DJ Otzi - Do Wah Diddy: 5794
DJ Otzi - Hey Baby: 5254
DJ Pied Piper - Do You Really Like It: 4314
DMX - Ruff Ryder's Anthem: 1176
Dr. Dre - Bad Intentions: 5994
Dr. Dre - Forget About Dre: 1179
Dr. Dre - The Next Episode: 3822
Dr. Dre - Whats The Difference: 3663
Eagles - Hotel California: 5467
Eiffel 65 - Blue: 1186
Elvis - Viva Las Vegas: 6238
Elvis Presley - Suspicious Minds: 3719
Eminem - Guilty Conscience: 1190
Eminem - Kim: 4878
Eminem - Marshall Mathers: 3664
Eminem - Real Slim Shady: 1191
Eminem - Stan: 3922
Eminem - Still Don't Give A F***: 1193
Eminem - Suck My D***: 6234
Eminem - The Way I Am: 1194
Eminem - Under The Influence: 4880
Enrique Iglesias - Hero: 6092
Eric Clapton - Wonderful Tonight: 6241
Eve - Let Me Blow Ya Mind: 5107
Faithless - Insomnia: 3867
Five - Let's Dance: 5106
Flip & Fill - True Love Never Dies: 6095
Gabrielle - Out Of Reach: 3776
Geri Halliwell - It's Raining Men: 3973
Gorillaz - 19/2000: 4837
Gorillaz - Clint Eastwood: 3613
Guns N' Roses - Sweet Child O' Mine: 3868
Hooobastank - Crawling In The Dark: 6363
Human League - Don't You Want Me: 6339
Ian Van Dahl - Castles In The Sky: 4945
IIO - Rapture: 5731
Incubus - Privilege: 5065
Iron Maiden - Run To The Hills: 6355
Ja Rule - Always On Time: 6094
Jam - Town Called Malice: 4563
Jay-Z - IZZO (H.O.V.A.): 5463
Jennifer Lopez - I'm Real: 5729

Kernkraft 400 - Zombie Nation: 4644
Korn - Addidas: 3962
Korn - Blind: 3964
Kylie Minogue - In Your Eyes: 6219
Kylie Minogue - Out Of My Head: 5266
Lasgo - Something: 6252
Led Zeppelin - Stairway To Heaven: 1428
Limp Bizkit - My Generation: 3671
Limp Bizkit - Rollin': 3670
Linkin Park - Crawling: 3780
Linkin Park - In The End: 5398
Linkin Park - Papercut: 4818
Lost Prophets - Shinobi vs. Dragon: 6362
Lost Prophets - Fake Sound Progress: 6352
Ludacris - What's Your Fantasy: 4382
Madness - One Step Beyond: 3598
Madonna - Music: 1270
Marilyn Manson - Sweet Dreams: 3902
Marilyn Manson - Tainted Love: 6331
Marilyn Manson - Beautiful People: 4193
Mary J Blige - Family Affair: 5336
Mauro Picotto - Pulsar 2002: 6302
Meatloaf - Bat Out Of Hell: 4521
Metallica - Enter Sandman: 3849
Michael Jackson - Thriller: 4936
Missy Elliott - Get Ur Freak On: 3832
Missy Elliott - One Minute Man: 5073
Mis-Teeq - All I Want: 4718
Mis-Teeq - B With Me: 6216
Mis-Teeq - One Night Stand: 5407
MOP - Cold As Ice: 3978
Motorhead - Ace Of Spades: 6332
N Trance - Set You Free: 5247
Natalie Imbruglia - Wrong Impression: 6354
Nelly feat. City Spud - Ride Wit Me: 4025
Nickelback - How You Remind Me: 6253
OPM - Heaven Is A Halfpipe: 4903
O-Town - All Or Nothing: 5001
O-Town - Liquid Dreams: 3833
P Diddy - Bad Boy For Life: 5335
Papa Roach - Last Resort: 1306
Pink - Get The Party Started: 6071
Pink Floyd - Money: 4434
Platinum 45 ft More Fire Crew - Oi: 6290
PPK - Resurrection: 5808
Princess Superstar - Bad Babysitter: 6214
Puritone - Addicted To Bass: 5992
Queen - Bohemian Rhapsody: 6333
R Kelly - The World's Greatest: 6217
Rik Waller - I Will Always Love You: 6289
Robbie & Nicole - Somethin' Stupid: 5862
Robbie Williams - Angels: 3580
Robbie Williams - Eternity: 4947
Robbie Williams - Rock DJ: 3566
Roger Sanchez - Another Chance: 4904
Rolling Stones - Paint It Black: 3800
S Club 7 - Don't Stop Movin': 3887
S Club 7 - Have You Ever: 5797
S Club 7 - Reach: 1332
S Club 7 - You: 6206
Shaggy - It Wasn't Me: 3611
Shaggy - Luv Me Luv Me: 5265
Shaggy And Ali G - Me Julie: 6358
Shaggy feat. Rayvon - Angel: 4388
Shakira - Whenever Wherever: 6251
Slipknot - Wait And Bleed: 4875
Snap - Rhythm Is A Dancer: 4929
Snoop Dogg - Snoop Dogg: 3844
So Solid Crew - 21 Seconds: 5077
So Solid Crew - They Don't Know: 5748
So Solid Crew / Mr Shabz - Haters: 5988
Sophie Ellis - Murder On Dancefloor: 5830
Sophie Ellis - Take Me Home: 5100
Spandau Ballet - Gold: 5311
Stereophonics - Handbags/Gladbags: 5828
Sticky ft Ms Dynamite - Boo: 4722
Sum 41 - In Too Deep: 5827
Superman Lovers - Starlight: 5217
System Of A Down - Toxicity: 6351
Tillmann Uhrmacher - On The Run: 6353
Tina Turner - Simply The Best: 3870
Tom Jones - Sex Bomb: 1393
Toploader - Dancin' In The Moonlight: 3677
UB40 - Red Red Wine: 5022
Uncle Kracker - Follow Me: 5191
Usher - U Got It Bad: 5389
Usher - U Remind Me: 4842
Van Morrison - Brown Eyed Girl: 4935
Westlife - Queen Of My Heart: 5749
Westlife - Uptown Girl: 3608
Westlife - World Of Our Own: 6218
Wheatons - Teenage Dirtbag: 3616
Widboys ft Dennis G - Sambuca: 5450
Will Young - Anything Is Possible: 6288
Will Young - Evergreen: 6245
Wyclef Jean - Perfect Gentleman: 4952

3 Lions: 3589
633 Squadron: 4376
Adams Family: 1434
Airwolf: 4599
Angel: 4603
A-Team: 3652
Austin Powers: 1026
Bagguss: 5847
Banana Splits: 5016
Bare Necessities: 4606
Batman: 4607
Benny Hill: 1027
Beverly Hills Cop: 1432
Big Brother: 4613
Black Adder: 3586
Black Beauty: 5501
Bob The Builder: 3636
Bod: 5875
Bodyguard: 4450
Bright Side Of Life: 5753
Captain Pugwash: 4620
Captain Scarlet: 6066
Casualty: 3994
Charlie's Angels: 1030
Colonel Bogey: 1433
Dambusters: 5788
Danger Mouse: 4625
Dawson's Creek: 1033
Deep Space 9: 3863
Deliverance: 4457
Dirty Dancing: 1034
Dr Who: 5471
Eastenders: 3632
Enter The Dragon: 4459
ER: 4627
Exorcist: 4460
Father Ted: 3864
Flinstones: 4628
Flumps: 4670
Formula 1: 3592
Fraggle Rock: 3666
Friends: 4632
Get Carter: 5013
Ghostbusters: 4662
Gladiator: 3865
Godfather: 4461
Good, Bad & Ugly: 4465
Grease: 1054
Great Escape: 3594
Guinness Ad: 4706
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Hong Kong Phooey: 5844
Indiana Jones: 4641
Italian Job: 5658
James Bond: 1430
Jaws: 4462
Kevin Perry Large: 6286
Knight Rider: 4645
Laurel And Hardy: 3930
League Gentlemen: 5865
Lone Ranger: 6063
Magic Roundabout: 3553
Magnificent Seven: 4920
MASH: 4648
Match Of The Day: 1444
Men Behave Badly: 3596
Mission Impossible: 1421
Mission Imp. 2: 1261
Monster Mash: 6243
Monty Python: 3548
Mr Benn: 4649
Muppets: 4650
Nelly The Elephant: 3885
Northern Exposure: 6328
Omen: 5914
Only Fools Horses: 5010
Popeye: 5020
Pretty Woman: 1049
Pulp Fiction: 5236
Rainbow: 4924
Red Dwarf: 3539
Rocky: 1050
Roobarb: 1440
Royle Family: 3669
Rugrats: 3530
Scooby Doo: 4562
Sesame Street: 5655
South Park: 5177
Star Trek: 1427
Thunderbirds: 3529
Tiger's Song: 3891
Top Cat: 5019
Twilight Zone: 5021
Winnie The Pooh: 3893
WWF: 1062

2453 PLAYGIRL	2454 SEXBOMB	5109 Crazy Bitch
3387 SEXBOMB	3395 SEXBOMB	4890 Crazy Bitch
3713 SEXBOMB	3472 JUST DO IT	3910 Horny Devil
3466 SEXBOMB	3640 EMINEM	5079 Little Muz Chatterbox
3462 SEXBOMB	3603 SHAGGY	5358 Little Muz Chatterbox
3111 SEXBOMB	3525 Michael	3461 SEXBOMB
3487 SEXBOMB	3711 Ari-G	2506 WINNIE THE POOH
2244 SEXBOMB	3709 EMINEM	3564 Tigger
3519 SEXBOMB	3913 2Pac	3554 EYORE
3450 SEXBOMB	3917 Robbie	3509 SEXBOMB
3343 SEXBOMB	4896 cream	2548 SEXBOMB
3465 SEXBOMB	4894 westlife	3494 SEXBOMB
2818 I Love U	3927 MADONNA	5064 SEXBOMB
2816 I Love U	5309 toploader	2622 SEXBOMB
3409 Sweetie	2885 The Godfather	3454 SEXBOMB
3356 SEXBOMB	2867 SEXBOMB	2607 SEXBOMB
3488 SEXBOMB	2871 SCREAM	3479 NO ZAR
2250 SEXBOMB	2857 Buff	3442 BOY
3490 SEXBOMB	2855 007	2932 BMW
3484 SEXBOMB	5024 THE ROCK	3449 SEXBOMB
2559 SEXBOMB	1495 NOKIA	2106 ENGLAND
3443 SEXBOMB	3136 one2one	4825 Scotland
3011 Respect my authority!!!!	3137 btcellnet	4895 Whazzup
3328 SEXBOMB	3147 vodafone	3507 SEXBOMB
3469 SEXBOMB	3144 orange	3399 SEXBOMB
3520 SEXBOMB	3266 SELF DESTRUCT TIMER: 24:50:50	3446 NOT IMPORTANT

6208 Pop Idol WIN
4269 SEXBOMB
4270 SEXBOMB
6379 SEXBOMB
5577 SEXBOMB
4847 SEXBOMB
5535 SEXBOMB
4846 SEXBOMB
4287 SEXBOMB
4037 SEXBOMB
4857 SEXBOMB
4038 SEXBOMB
4272 EMINEM
4056 Snoop
4060 SEXBOMB
4036 Calling... 1855 999
5597 SEXBOMB
5526 SEXBOMB

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FINAL FANTASY X

> CHARACTERS

ESSENTIALS>

GENRE: RPG
PUBLISHER: SQUARESOFT
PRICE: £44.99



PowerStation
GUIDE

GUIDE WRITTEN BY: CHANDRA NAIR

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PLAY+

COMMENT

"XXXXHIS LATEST
CHAPTER SUCKS
FOR ALL THE
RIGHT REASONS!"



PLAY#91 IS OUT NOW, AND AVAILABLE
FROM MOST GOOD NEWSAGENTS

THE FINAL FANTASY
SERIES KNOWS NO
BOUNDS AND
NEITHER DO WE. IF
YOU'RE IN NEED OF
HELP, THEN PART ONE
OF OUR
WALKTHROUGH
SHOULD BE OF
HELP TO YOU...

*As we sit here we
finally realise
Despite everything
that we may do
Despite everything
that we have
achieved
Hope is the only
saviour
Faith is the only
healer*

*Through these
things only
Can we hope to
obtain what we
need to defeat our
nemesis
Then we may rest
Then may we ride
the Kalm again for
the return
But hope dwindles
Slipping ever
increasingly
Our forefathers'
sins will be our
undoing*

*And so we sit here
and finally realise
We are hope
We are faith
We are the healers*

*Our story has
made this so
Our journey was
always going to be
Listen to my story
This may be our
last chance*

Name:Tidus
Age:17
Weapon:.....Sword

STORY

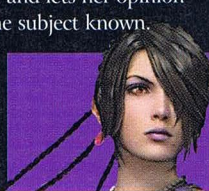
Having lived his life in the limelight of his egotistic Blitzball Star father, 'Jecht,' Tidus tries to pretend that he doesn't care about his father's death. Tidus himself is an up-and-coming Blitzball player. Dragged through time against his will, Tidus forms a bonding friendship with Yuna. Skills involve White Magic, Party Status and darting physical attacks.



Name:Lulu
Age:22
Weapon:.....Magic Doll

STORY

Another of Yuna's guardians, Lulu is a Stoic capable of using Black Magic. This makes her essential for defeating certain enemies. Lulu has a very close bond with Wakka, although it isn't clear whether it's anything more than friendship. She is also extremely cynical about Tidus joining the party and lets her opinion on the subject known.



Name:Auron
Age:35
Weapon:.....Blade

STORY

A guardian who has garnered an impressive reputation throughout Spira. Auron previously fought with Jecht and High Summoner Braska to defeat Sin. Now he's returned to watch over Tidus and look after Yuna.. Auron wields a blade capable of piercing through even the toughest armour. Auron's speciality is simply that he can hit enemies very hard!



Name:Wakka
Age:24
Weapon:.....Status
Blitzball

STORY

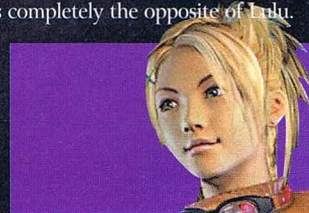
As Captain of the Besaid Aurochs, Wakka has had a pretty hard time. His team has never won a match, but with the arrival of Tidus this should change. Wakka is a part-time guardian for Yuna, juggling his responsibilities between Blitzball and fighting. Wakka specialises in attacking airborne foes and inflicting status ailments.



Name:Rikku
Age:15
Weapon:.....Steal Gloves

STORY

Rikku is a member of the Al Bhed tribe who saves Tidus's life early on in the game. She is quite weak as far as physical attacks go, but her speciality is that she can mix items together for devastating results. Being so young she tends to be extremely hyperactive and she is completely the opposite of Lulu.



Name:Yuna
Age:17
Weapon:.....Summoner's Rod

STORY

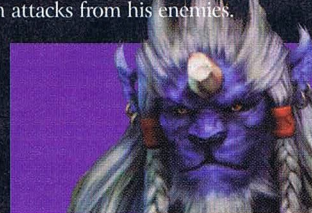
As the daughter of the ex-High Summoner Braska, Yuna must embark on a pilgrimage to command the powers of the Final Aeon. Her specialities include extensive use of White Magic and the ability to call upon the powers of the Aeons. Yuna takes to Tidus as soon as she meets him.



Name:Kimahri Ronso
Age:25
Weapon:.....Spear

STORY

For the most part, Kimahri chooses to be silent but violent. He serves as Yuna's dedicated guardian and has been by her side ever since her parents died ten years ago. Kimahri has the Lancet ability, which enables him to draw Hit Points, Magic Points and learn attacks from his enemies.



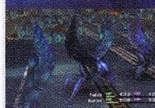
FINAL FANTASY X

Enemies



HERE ARE
ALL THE
ENEMIES
THAT YOU
MAY FIND IN
THIS SECTION
OF THE GAME.

SinScale Mark I



HP120
AttacksWing, Spines
AP Received0
Items WonNone
Location FoundOld
Zanarkand Sin Attack
InfoWill use
Spines the round after its
wings flicker

Sahagin



HP120
AttacksFin Charge
AP Received1
Items WonNone
Location FoundZanarkand
Ruins
InfoWill use
Spines the round after its
wings flicker

Klikk



HP1,500
AttacksLunge
AP Received0
Items WonAbility Sphere
Location FoundZanarkand
Ruins
InfoWill use
Spines the round after its
wings flicker

Piranha



HP150
AttacksMunch
AP Received1
Items WonSpeed
Sphere
Location FoundZanarkand
Ruins
InfoAlways come
in groups of three

Besaid Piranha



HP110
AttacksMunch
AP Received1
Items WonPower
Sphere, Mana Sphere, Speed
Sphere, Ability Sphere
Location FoundBesaid
InfoAlways come
in groups of three

Dingo



HP125
AttacksFang
AP Received1
Items WonPower
Sphere, Mana Sphere, Speed
Sphere, Ability Sphere
Location FoundBesaid

Condor



HP95
AttacksMunch
AP Received1
Items WonPower
Sphere, Mana Sphere, Speed
Sphere, Ability Sphere
Location FoundBesaid

Water Flan



HP320
AttacksMunch
AP Received1
Items WonMana
Sphere
Location FoundBesaid
InfoWeak
against Lightning

Garuda



HP1,400/1,800/4,000
AttacksTalons, Sonic Boom
AP Received1/28/170
Items WonPower Sphere,
Ductile Rod, Baroque Sword/Bright
Armguard/Bright Shield
Location FoundLuca
Stadium/Mushroom Rock Road
InfoWeak against Darkness

SinScale Mark II



HP200
AttacksWing, Spines
AP Received0
Items WonNone
Location FoundS.S.Liki
Sin Attack
InfoWill use
Spines the round after its
wings flicker

SinScale Mark II (water based)



HP120
AttacksSlice
AP Received0
Items WonNone
Location FoundS.S.Liki
Sin Attack

Ragora



HP780
AttacksSeed Cannon
AP Received20
Items WonMana
Sphere
Location FoundKillika Woods
InfoSeed
Cannon Lancet

Dinonix



HP140
AttacksSeed
Cannon
AP Received9
Items WonMana
Sphere, Seed Sphere
Location FoundKillika Woods

Killer Bee



HP110
AttacksPoison Sting
AP Received9
Items WonMana
Sphere, Seed Sphere
Location FoundKillika Woods

Yellow Element



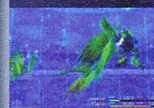
HP300
AttacksLightning
AP Received9
Items WonMana
Sphere, Seed Sphere
Location FoundKillika Woods

Worker



HP300
AttacksStrike
AP Received7
Items WonHi-Potion, X-
Potion, Fire Ball, Lightning Steel,
Fire Moomba, Tidal Spear
Location FoundLuca Docks
(Yuna's kidnapping)

Sahagin Chief



HP170
AttacksFin Charge
AP Received7
Items WonPower
Sphere
Location FoundLuca
Stadium (after Yuna's
kidnapping)

Mi'ihen Fang



HP160
AttacksSilence
Fang, Sleep Fang
AP Received30
Items WonPower
Sphere, Muted Steel, Katana
Location FoundMi'ihen
Highway

Raldo



HP240
AttacksSilence
Fang, Sleep Fang
AP Received30
Items WonPower
Sphere, Muted Steel, Katana
Location FoundMi'ihen
Highway

Bomb



HP780/2,200
AttacksFire, Charge,
AP Received32/1,000
Items WonPower
Sphere, Red Armguard, Berserk
Blade, Rod of Fire/Hawkeye
Location FoundMi'ihen
Highway, Mushroom Rock Road
Info...Self-Destruct Lancet.

Floating Eye



HP140
AttacksConfuse
Stare (Petrify)
AP Received30
Items WonSpeed
Sphere, Mana Sphere
Location FoundMi'ihen
Highway

White Element



HP390
AttacksBlizzard
AP Received32
Items WonSpeed
Sphere, Mana Sphere
Location FoundMi'ihen
Highway

Dual Horn



HP160/3,795
AttacksHorn Stab, Gore
AP Received50/1,000
Items WonAbility
Sphere, Noisebreaker
Location FoundMi'ihen
Highway/Home
Info Prone to Sleep, Darkness

Vouivre



HP255
AttacksHorn Stab, Gore
AP Received45
Items WonPower
Sphere, Speed Sphere, Ductile
Rod, Metal Bangle, Seeker's
Bracer
Location FoundMi'ihen
Highway

Ipiria



HP180
AttacksBite
AP Received35
Items WonPower
Sphere, Speed Sphere
Location FoundMi'ihen
Highway

Thunder Flan



HP450
AttacksThunder
AP Received45
Items WonMana
Sphere
Location FoundMi'ihen
Highway

Funguar



HP450
AttacksPollen
(Sleep)
AP Received45
Items WonMana
Sphere
Location FoundMushroom
Rock Road, Djose Highway,
Moonflow

Basilisk



HP2025
Attacks...Stone Gaze, Swing
AP Received140
Items WonAbility
Sphere, Mana Sphere,
Shimmering Blade, Soft Bracer
Location FoundMushroom
Rock Road
Info Prone to Sleep

Raptor



HP450
AttacksFace Hug
AP Received60
Items WonMana
Sphere, Power Sphere, Speed
Sphere
Location FoundMushroom
Rock Road

Red Element

HP450
 AttacksFire
 AP Received66
 Items WonMana
 Sphere, Power Sphere, Speed
 Sphere
 Location FoundMushroom
 Rock Road

Lamashtu

HP275
 AttacksStone
 Breath
 AP Received65
 Items WonMana
 Sphere, Power Sphere, Speed
 Sphere
 Location FoundMushroom
 Rock Road

Gandarewa

HP148
 AttacksThunder
 AP Received45
 Items WonMana
 Sphere, Power Sphere, Speed
 Sphere
 Location FoundMushroom
 Rock Road, Moonflow

Simurg

HP200
 AttacksDark Dive
 (Blind)
 AP Received45
 Items WonSpeed
 Sphere
 Location FoundDjose
 Highway

Bite Bug

HP240
 AttacksPoison Sting
 (Poison)
 AP Received45
 Items WonSpeed
 Sphere
 Location FoundDjose
 Highway, Moonflow

Garm

HP240
 AttacksThunder
 AP Received60
 Items WonPower
 Sphere
 Location FoundDjose
 Highway, Moonflow

Bunyip

HP400
 AttacksShoulder
 Barge
 AP Received65
 Items WonPower
 Sphere
 Location FoundDjose
 Highway, Moonflow

Snow Flan

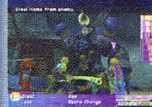
HP600
 AttacksBlizzard
 AP Received65
 Items WonMana
 Sphere
 Location FoundDjose
 Highway, Moonflow

Ochu

HP7,200
 AttacksTentacle
 (Poison), Ochu Dance
 AP Received280
 Items WonPower
 Sphere, Echo Bangle, Spider's
 Kiss, Baroque Sword
 Location Found.....Djose Highway
 Info Prone to Silence

Larva

HP1,498
 AttacksThundara
 AP Received155
 Items WonAbility
 Sphere, Thunder Moomba, Yellow
 Armlet, Lightning Steel
 Location FoundThunder
 Plains

Iron Giant

HP3,600
 AttacksReaper, Slice
 AP Received900
 Items WonPower
 Sphere, Regen Bracer, Magic
 Armlet, Regen Ring
 Location FoundThunder
 Plains

Gold Element

HP1,200
 AttacksThunder
 AP Received125
 Items WonMana
 Sphere, Light Shield
 Location FoundThunder
 Plains

Buer

HP230
 AttacksEvil Eye
 (Confusion)
 AP Received120
 Items WonSpeed
 Sphere
 Location FoundThunder
 Plains

Aerouge

HP200
 AttacksThundara
 AP Received120
 Items WonSpeed
 Sphere, Yellow Shield, Yellow
 Ring
 Location FoundThunder
 Plains

Melusine

HP265
 AttacksFace Hug
 (Petrify, Silence)
 AP Received120
 Items WonSpeed
 Sphere
 Location FoundThunder
 Plains

Kusariququ

HP445
 AttacksThundara
 AP Received120
 Items WonPower
 Sphere
 Location FoundThunder
 Plains

Chimera

HP5,250/9,000
 AttacksAqua Breath, Horn
 AP Received120/1,800
 Items WonPower
 Sphere/Ability Sphere, Hunting
 Location FoundThunder
 Plains/Home
 Info., Weak against Silence,
 Darkness. Aqua Breath Lancel

Xiphos

HP2,700
 AttacksLunge
 AP Received120
 Items WonPower
 Sphere
 Location FoundThunder
 Plains
 Info Weak against Dark Buster

Qactuar

HP500/800
 Attacks.....1,000 /10,000 Needles
 AP Received525/12,000
 Items Won.....Speed Sphere,
 Seeker's Armlet/ Armguard,
 Hyper Ball, Recovery Targe/Ring,
 First Goal, Devastator, Rune
 Mog/Rod, Spiritual Bangle/Targe
 Location Found.....Thunder Plains

Wasp

HP360
 AttacksPoison Sting
 (Poison)
 AP Earned320
 Items WonSpeed
 Sphere
 Location FoundMacalania
 Woods

Blue Element

HP1,500
 AttacksWaterga
 AP Earned320
 Items WonMana
 Sphere
 Location FoundMacalania
 Woods

Iguion

HP370
 AttacksFace Hug
 (Petrify)
 AP Earned320
 Items WonSpeed
 Sphere
 Location FoundMacalania
 Woods

Murussu

HP580
 AttacksCharge
 AP Earned320
 Items WonPower
 Sphere
 Location FoundMacalania
 Woods

Snow Wolf

HP400
 AttacksBite
 AP Earned450
 Items WonPower
 Sphere
 Location FoundMacalania
 Lake

Ice Flan

HP1,350
 AttacksBlizzard
 AP Earned450
 Items WonMana
 Sphere
 Location FoundMacalania
 Lake

Mafdet

HP710
 AttacksShoulder
 Barge
 AP Earned450
 Items WonPower
 Sphere
 Location FoundMacalania
 Lake

Evil Eye

HP310
 AttacksEvil Stare
 (Confusion)
 AP Earned450
 Items WonSpeed
 Sphere
 Location FoundMacalania
 Lake

Guado Guardians

HP1,200/2,600
 AttacksElemental
 and Status Magic Attacks
 AP Earned350/1,000
 Items WonNone
 Location FoundMacalania
 Temple/Home Attack

Zu

HP18,000
 AttacksSonic Boom,
 Headpress
 AP Earned1,800
 Items WonAl Bhed
 Potion, Blurry Moon, Bright
 Bracer, Blinding Cait Sith
 Location Found..Sanubia Desert
 Info Weak against Darkness

Sand Wolf

HP450
 AttacksBite (Sleep)
 AP Earned450
 Items WonPower
 Sphere, Al Bhed Potion, Alert
 Bracer, Pearl Bracer
 Location FoundSanubia
 Desert

Alcyone

HP430
 AttacksDive
 (Darkness)
 AP Earned450
 Items WonSpeed
 Sphere, Al Bhed Potion,
 Location Found Sanubia
 Desert

Mech Guard

HP1,280
 AttacksStab
 AP Earned450
 Items WonHi-Potion
 Location Found Sanubia
 Desert

Mech Gunner

HP2,800
 AttacksStab
 AP Earned450
 Items WonAl Bhed
 Potion
 Location FoundSanubia
 Desert

Mushussu

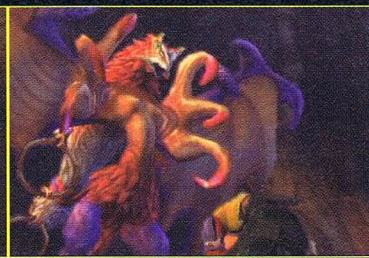
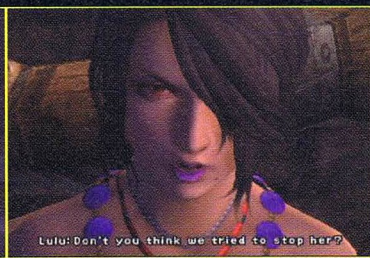
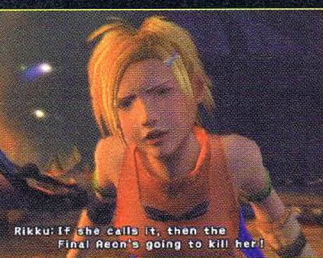
HP680
 AttacksCharge
 (Slow), Flame Breath
 AP Earned800
 Items WonPower
 Sphere, Al Bhed Potion
 Location FoundSanubia
 Desert

Sand Worm

HP45,000
 Attacks.....Swallow,
 Headbutt, Earthquake
 AP Earned3,000
 Items WonAbility
 Sphere, Tetra Armguard
 Location Found..Sanubia Desert
 Info..Weak against Darkness,
 Poison, Silence

Sandragora

HP12,750
 AttacksSeed Burst
 (Confusion)
 AP Earned1,080
 Items WonMana Sphere,
 Al Bhed Potion
 Location Found ..Sanubia Desert
 Info Weak against
 Sleep



A Word In Your Ear

THE *FINAL FANTASY* SERIES IS A COMPLEX ONE AND CERTAINLY NOT FOR THE FAINT-HEARTED. WHAT FOLLOWS IS A SERIES OF ESSENTIAL INFORMATION, WITHOUT WHICH THE FIRST-TIME ADVENTURER MAY BE COMPLETELY LOST.

Fighting

There are two general modes in *Final Fantasy X*. The first is exploring, which simply sees you wondering around towns, villages, ruins etc. The second is turn-based fighting. When you come across an enemy the camera angle will change and you will be limited to a certain area. You can then choose to attack your enemy. You are allowed to have three characters in your on-screen team at any one time. You command all three of them individually. If you need one of your other characters to defeat a tough enemy, simply tap L1 and a list of characters will appear on the screen. Select the character you want and they will immediately run on in place of another character.

Powering Up

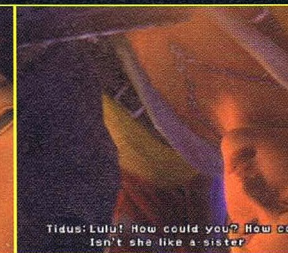
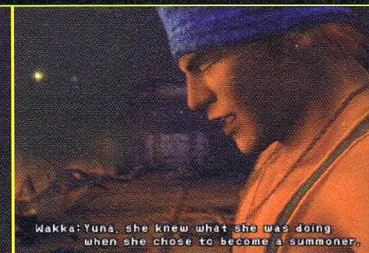
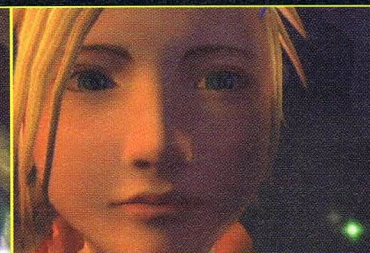
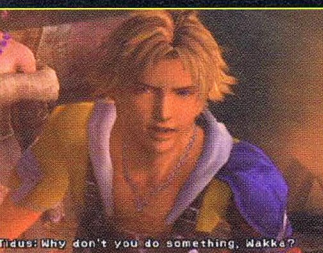
The only way to make yourself stronger is to get into fights. Defeating enemies will earn you a certain number of AP (Ability Points). Each time a set number of points are earned, you will go up a level. The level number is shown on the Options menu and the Post-Fight screen, and appears in a circle next to the AP number. This level dictates how many moves you can make on the Sphere Grid. Move around the Sphere Grid and fill in the slots with Magical Spheres to increase your characters' statistics. Spheres are either found in chests, won in battles or won in competitions. Here is a list of some of the Spheres and what they do:

Ability Sphere:	Activates Ability node
Speed Sphere:	Activates Agility, Accuracy or Evasion node
Power Sphere:	Activates Strength, Defence or HP node
Mana Sphere:	Activates Magic, Magic Defence or MP node
Return Sphere:	Return to any previously activated node
Level Key Sphere:	Open the appropriate lock
Fortune Sphere:	Activates Luck node
Luck Sphere:	Changes empty node into Luck node
Magic Sphere:	Changes empty node into Magic node
Magic Def Sphere:	Changes empty node into Magic Def node
Black Magic Sphere:	Activates Black Magic node already activated by an ally
White Magic Sphere:	Activates White Magic node already activated by an ally
Friend Sphere:	Move to any ally's location
Special Sphere:	Activates Special node already activated by an ally
Skill Sphere:	Activates Skill node already activated by ally
Teleport Sphere:	Move to any node already activated by ally
Strength Sphere:	Changes empty node into Strength node

Saving

You can save your progress in the game by accessing a Save Point. These are represented by glowing blue orbs, which are found in appropriate places. Using a Save Point will completely restore your party's HP (Hit Points) and MP (Magic Points) as well as restoring and healing your Aeons.

After achieving certain goals in the game you will also be able to enter the Blitzball competitions from any Save Point in Spira.



Blitzball

Blitzball is the only game worth thinking about in Spira. The people of Spira can breath under water, and a Blitzball match takes place in a huge dome filled with water. There are two teams of six, two goals and one Blitzball. There are no rules, but everything is based on numbers. As with fighting, your players' stats will only go up by taking part in matches. Experience Points are earned from every tackle, break, special move or save that happens.

The general controls are:

ANALOGU STICK



MOVE PLAYER ABOUT

- Make a selection
- Cancel a selection
- Bring up the Offence menu
- Bring up the Defence menu



At any point in offensive play (when you have the ball) you can bring up the defensive menu. This will allow you to choose between Manual or Auto control and a tactical formation for the rest of your team. As you gain more experience you will learn more advanced formations.

If you bring up the defensive menu in defensive play (when the opponent has the ball), you will not be able to select between Manual and Auto – control is always automated on the defence.

Bringing up the Offensive menu in offensive play will give you a number of options. If you are unchallenged (there is no enemy near you), you can either choose to continue dribbling with the ball, pass the ball or shoot. If you are challenged you will either have to chance passing the ball (your opponent can block it) or engage in a tackle. For passes, tackles and shots, the general rule is that if your stat is higher (eg if your shoot stat is higher

than the goalie's catch stat), you will be successful.

There are three modes of play in Blitzball. Tournament sees you taking part in either two or three matches. You can win items and gain experience. League sees you taking part in ten matches to win the cup. You can win items and gain experience. Exhibition sees you taking part in a one-off match against a team of your choice. You can only learn abilities in this mode.

Abilities can be learnt by making your team mark certain opponents. This can be set up in the preparation menus. During a game, if your opponent uses a move you can tap X to learn it. Abilities range from Tackles, to Shots, to Passes, to Saves.

There are players the world over – you may need to search hard to find some of the better ones. You can speak to them and try to hire them by pressing ■. Here are some of the players that you can find:

NAME	LEVEL	SALARY (GIL)	LOCATION
Shuu	3	80	Luca Café
Jumal	1	200	Luca Square
Shaami	1	190	Luca Bridge
Biggs	1	100	Luca Stadium Entrance
Wedge	1	160	Luca Stadium Entrance
Zev Ronso	1	150	Luca Dock 1
Nedus	1	60	Luca Dock 1
Zalitz	1	150	Luca Theatre
Ropp	1	200	Highway Agency
Kyou	18	300	Djose Temple Bridge
Miyu	20	200	Moonflow, North Wharf
Noy Guado	10	80	Guadosalam Inn
Giera Guado	14	1,000	Guadosalam
Yuma Guado	1	100	Guadosalam
Nav Guado	8	100	Guadosalam
Zazi Guado	14	90	Guadosalam
Pah Guado	11	10	Guadosalam
Linna	7	900	Macalanian Temple Walkway

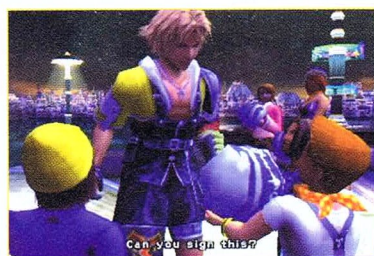
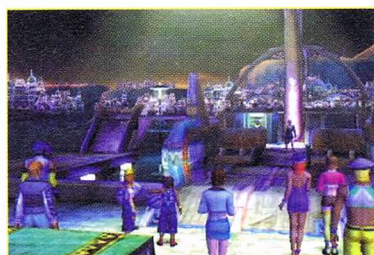


A lot of things have happened since that day. I have friends now. True friends. People who I would trust with my life, you know? People who know me and accept me for who I am – me, Tidus, not some hotshot Blitzball player who is about as deep as a burnt pancake. I knew so little back then – my mind was so closed. If you'd have told me back then what was going to happen to me, I would've thought you were crazy. I talk to a lot of crazy people though, so I wouldn't have thought much of it. It all started on the day of the big match. I turned up, as usual, and my adoring fans were there, as usual. I'll tell you what. Why don't I just run you through the story? It'll help you get to where we are now, okay? I'll tell the story in real time. That way you'll completely understand everything.

The Big Match: Abes Vs Duggles

First things first – the adoring fans. I never tire of them, and I don't have a right to. It's part of my job, you know. I should sign everyone's ball before I move on. The kids really respect me. They all want to do what I do, and that's good, because Blitzball brings everyone together. The girls just love me, so I give them a bit of extra attention just to keep them sweet. Now the problems start though. The kids want me to teach them special skills. Ah well, I'll have to do it tomorrow. Lucky that person stood up for me. Who was it anyway?

Finally, I'm on my way to the Dome. Why is his picture everywhere anyway? I can never get away from him. What's the big deal? He's such an idiot anyway. And why do I always have to be compared to him – I'm nothing like him. I'd best get to the match, not that they'd start without their star player.



Blitzball Players

NAME	LEVEL	SALARY (GIL)	LOCATION
Shuu	3	80	Luca Café
Jumal	1	200	Luca Square
Shaami	1	190	Luca Bridge
Biggs	1	100	Luca Stadium Entrance
Wedge	1	160	Luca Stadium Entrance
Zev Ronso	1	150	Luca Dock 1
Nedus	1	60	Luca Dock 1
Zalitz	1	150	Luca Theatre
Ropp	1	200	Highway Agency
Kyou	18	300	Djose Temple Bridge
Miyu	20	200	Moonflow, North Wharf
Noy Guado	10	80	Guadosalam Inn
Giera Guado	14	1,000	Guadosalam
Yuma Guado	1	100	Guadosalam
Nav Guado	8	100	Guadosalam
Zazi Guado	14	90	Guadosalam
Pah Guado	11	10	Guadosalam
Linna	7	900	Macalania Temple Walkway

Sin: Chaos Bringer



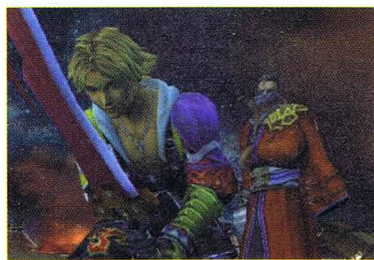
THIS IS GONNA BE SWEET. THE DUGGLES DON'T STAND A CHANCE AGAINST US. YEAH, YEAH, TRY AND CATCH ME. I'M UP, UP AND AWAY FOR THE VOLLEY SHOT. THREE, TWO, O... WHOAH? WHAT THE!?



First Encounters

Geez, that was lucky. What the hell is going on? Everybody is evacuating, so I'd best do the same. Hang on a second – that's Auron. What's he doing here? Time for questioning later, I need to get out of here. It's that kid again. What is it with you? Are you some kind of freak? Am I going mad!? WHAT IS GOING ON!?

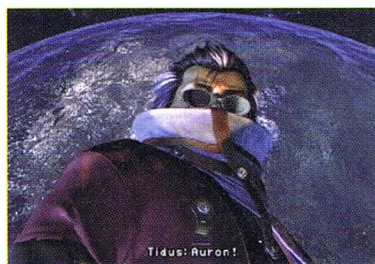
I've never seen anything like this before. Auron calls it Sin or something. It looks like we'll have to fight our way outta here. Auron says that Jecht left this sword for me. All you have to do is select the Fight command in a battle. Once you've done that you can choose which one of these 'Sin' creatures you want to wipe out. We don't need to kill them all, just the ones that are in the way. Don't try and be a hero – you're not going to get anything out of dying. Sin is just over the brow. That thing is huge and Auron seems intent on running towards it. I've got a bad feeling about this...



The End. Already?

Auron is off already. Just past the defeated boss you'll find a glowing orb. This is a Save Point. You should probably use it to save your progress – that way you won't have to keep starting your adventure from the beginning.

There are SinScales everywhere now. Auron seems to think that destroying that structure will solve everything, so concentrate your attacks on that. Hmmm, that did the trick, but it's also brought the whole place down. Run!



Cold Shoulder

Talk about out of the frying pan and into the freezer. It's freezing in here. There's a makeshift fireplace in the centre of the dome, but you'll need to find some way of starting it up. If you explore the area you can find an Ether, a Withered Bouquet, a Hi-Potion and some Flint. Now you can get warmed up... well, you could if that Klikk wasn't intent on having you for dinner. This guy seems to have an endless amount of HP.

Who are these people? Well, this girl wants to help – so that's just fine. The mystery girl has Grenades, so use them. When she runs out, you can use her Steal command to get some ore from the Klikk. Ha, that'll teach it. So erm... hey, what are you doing? I thought you were on my side?

These guys must be the AI Bhed. You'll jump into the water, but you should go straight back to the ship and pick up your first AI Bhed Primer from the deck. Speak to the soldier on the left for three Potions, and the soldier on the right if you need to learn more about the Sphere Grid. You can learn your first Ability using the

Ability Spheres that you got from the Klikk. Move up one place and activate the Cheer node to learn 'Cheer.' Now you can go and find this underground ruin that they keep talking about. Follow the chain all the way to the bottom. You'll find a Save Point as soon as you go inside (just behind you). The control panel is a bit warn, so hammer it a bit to make it work. Soon you'll come to the power grid. Switching it on seems to attract some unwanted attention though...



SinSpawn Ammes

HP:..... N/A
Attacks:..... Demi
AP Received:..... None
Items Held:..... None
Items Received:..... None

There are some things that you should know. When the word 'Overdrive' appears above the Fight command, push left. This new command will allow Auron to perform an Overdrive move. It only happens when he gets really angry, and this thing is trashing Zanarkand, so he's got a good enough reason to be stressed out. Simply select it, then quickly tap in the button combination that comes up on screen. You should perform the Bushido: Dragon Fang as soon as you can. It will get rid of the first wave of Sin Scales, and it'll hurt the big mother tentacle. It'll take me a little while longer to get stressed, but soon enough I'll be ready to perform the Swordplay: Spiral Cut. To perform a really powerful Spiral Cut, tap the X button when the cursor goes over the yellow bar.

You shouldn't worry about healing. I have some potions in my pocket, but the only attack this beast seems to have is Demi. All that does is half your current Hit Points. This means that it can never finish me off entirely! Every time you attack this thing it will lose one of its tentacles. Once all the tentacles are gone, that thing's out of here.

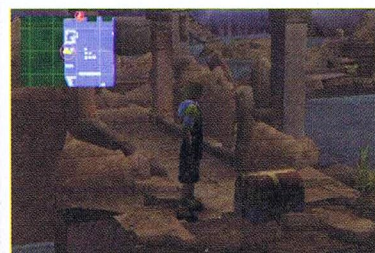
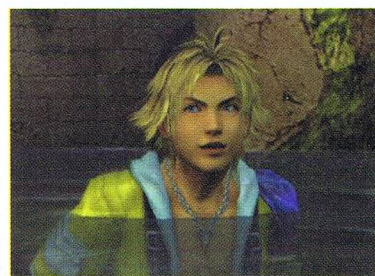
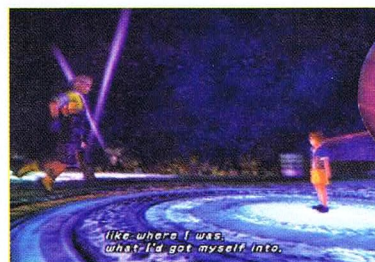


The Beginning

This is weird. I'm swimming... but I'm in the air. There's someone down there – you can use the button to go down. Now where am I? There must be some people in that building, so that's where

you should head. Oh, before you go through the archway be sure to find the chests on the left and right. I don't know what these 'AI Bhed Primers' are but I can't read them so you'd best leave them.

It's safe to run along the walkway. There's a chest on a path to the left. Aarrggh! Okay, so maybe the path isn't so safe. There are Sahagins in the water but it looks like they are the last of my worries.



Geosgaeno

HP:..... N/A
Attacks:..... Fight Fin Hook
AP Received: .. None
Items Held:..... None
Items Received: .. None

This guy is way to big for you to kill on your own, but stand your ground until you get the chance to run. Hit him three times and then run for your life!



Tros

HP:..... 2,000
Attacks:..... Tentacles, Nautilus charge
AP Received:..... 8
Items Held:..... Grenade
Items Received: .. None

You should steal all four Grenades and cast Cheer right at the start. Tros underestimates you to start with but, once you scare it, it will run away to rest. Chuck a Grenade and cast Cheer again. At this point Tros might use its Nautilus Charge, but you shouldn't worry – the fight is nearly over. Use your Grenades, and the next time it runs away you may be given the Trigger Option 'Pincer Attack'. Whenever you see the Trigger Option flash push left to see what's available. With the Pincer Attack in place there's no escape for the creature.



Now What?

So, where is this treasure anyway? If you keep swimming down towards the red arrow you'll find some sort of airship. You would've thought that helping out would get you some sort of trust – yeah, right. Well, the mystery girl will come out soon enough with some food. Rikku, huh? Strange name... so 'oui' means 'you.' That means that o is y, but I thought a was y? Ah, whatever. And why doesn't she believe my story? How can Zanarkand have been destroyed 1,000 years ago? That Sin thing must have somehow brought you forwards in time.

This is just getting silly now. Can't I just stay in one place? It's warmer here though, and at least these guys recognise skill when they see it. Maybe this Wakka guy can help me; I've never heard of the Besaid Aurochs though. Before you go and join him, search the far left of the beach for some Antidotes and a small inlet on the far right for a Moon Crest. Wakka will show you how to get to Besaid Temple – be sure to explore the water for chests. Once you're on dry land again you can backtrack, but there's nothing to find, so you may as well go down the hill to the village.



The Cloister Of Trials

Now you can chill out a bit. Explore the village (hmmm, that'll take about two minutes), then go and talk to Luzzu and Gatta in the lodge. You can have a nap while you're here – this should recoup some of that lost energy. Wakka will tell you to go and speak to the Priest in the temple. Once you have done that Wakka will let you sleep for a while. When you awaken Wakka will have gone. Get over to the temple – it looks like no-one is going to try and help this 'Summoner' person. What is wrong with these people? If someone's in trouble, you should help them right? Right. Erm, this could get a little complicated:

Touch the glyph at the end of the corridor to activate the second glyph.

Touch the second glyph to open the doorway. Go down the stairs and take the Glyph Sphere from the wall. Use it to unlock the door further on.

With the door open, remove the Glyph Sphere and place it in the recess just around the corner. This will open a doorway. Leave the Destruction Sphere where it is for now.

Keep going down the corridor and touch the glyph on the right-hand side. Go in and take the Besaid Sphere. Use it to open the opposite doorway.

Go back and get the Destruction Sphere. Place it where the Besaid Sphere was originally. This will allow you to find the Rod of Wisdom.

Push the Statue (with the Besaid Sphere) into the correct position. This will create a lift.



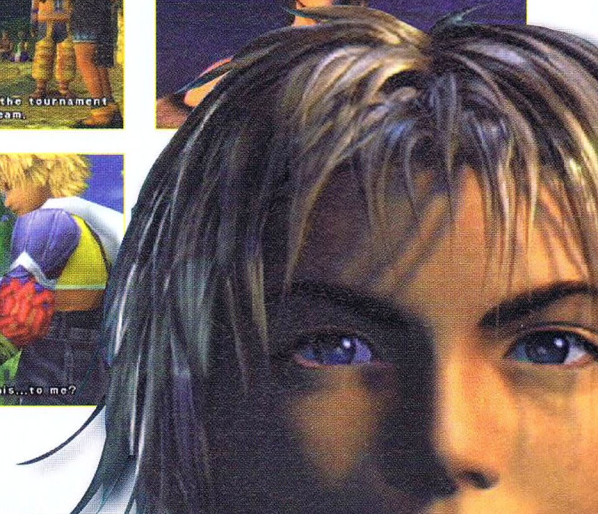
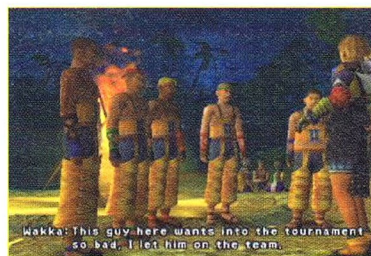
Summoner At Last

So it looks like she became a Summoner then. Everyone loves her... I don't know why. She's quite pretty I suppose, maybe that's why? It's pretty special that she can call those 'Aeons' like that though. You should go and talk to her.

He, he, he – it looks like I'm in there then – she wants to talk to me tomorrow!



But hold on, how did she know about me and Zanarkand? Ah, it's late; time to hit the pillow. Get up in the morning and regroup. You will automatically leave the village but go back as there are a view loose ends to clear up. Visit the lodge as the Al Bhed Primer Vol II is lying around. Chat to the girl at the Items Store to hear about her dog. The dog can be found in the Cloth Store. What he has in his mouth is anyone's guess but it will teach Valefor the Energy Blast Overdrive! Before you leave, equip everyone as best you can. There are fiends outside and you need to be prepared. You should give me the Brotherhood sword that Wakka just gave you. Yuna can use the Rod of Wisdom. Now it really is time to go.



Journey To Kilika

You should climb to the top of the hill where the team will want to say their prayers. Now, I'm not religious but I get the feeling that you should do it anyway – you don't want to upset them before we've even started. As you go down the Ancient Road, there's an Al Bhed sign on the left. 'Kilika aht Bikanel.' Hmm... Kilika and Bikanel must be places, so the middle word must be 'and.' That means that h is n and t is d.

Whoa, what this!? That beast guy is attacking you! Cast Cheer, then attack him three times to get him off your back. It looks like Kimahri Ronso was just testing you, but you get some Ability Spheres and a Metal Shield out of it, so it's forgivable. Keep on going down the

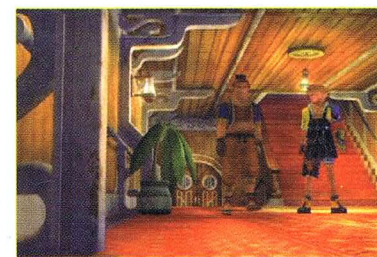
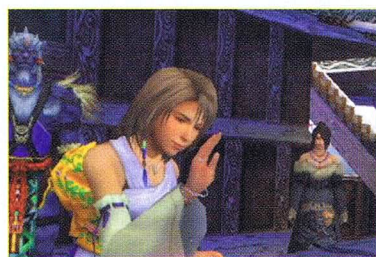
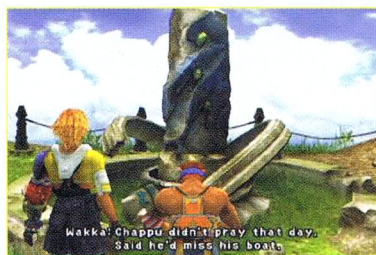
path and you'll soon come across a Garuda. This is your chance to try out Yuna's summoning powers. Call Valefor and keep using the Boost command (push right from the regular menu). This will open it up to damage, but will also mean that its Overdrive bar fills up more rapidly. Keep an eye on your Overdrive status and use your newly acquired Energy Blast move to wipe out the Garuda. Yeah, that'll show it! The mountain path is now rife with enemies. You may come across a few more Garudas and you don't have to use Yuna to defeat them. Garudas are prone to darkness and Wakka's Dark Attack will blind it for a few rounds. Wakka can also be used to take out the Condors. Tidus

should be used for the Dingos and Lulu's Thunder spell will see off the Water Flans. Eventually you end up at Besaid Beach, but you should hang around for a bit longer before moving on. Pretend to be friendly to the locals on the pier. Yes, I know, they weren't too nice to you earlier (especially that wrinkly old...), but if you talk to them two or three times they will give you some goodies including a Seeker's Ring. Once you've sucked up sufficiently go back along the mountain path and get into as many fights as you can. When you arrive back at the village you will find that the Items Store is selling weapons. You should buy the Power Ball, Magical Mog and the Seeker Items. Remember that you already have the Seeker's Ring.

Enough wandering. You'd best get back to the pier – you don't want to miss the boat now, do you? Once on board you can chill out and chat to people, which isn't necessarily a good thing. You soon find that Lulu isn't your biggest fan. Ah whatever, she'll see what you're capable of soon enough. Yuna seems to have a crowd at the moment. You can try and get through but they're all a touch 'in awe' at the moment. Apparently her dad's a Lord or something. Lord Braska? Wasn't he one of the guys who defeated Sin? Maybe Wakka can tell you more.

Before you go back to Yuna you should explore the rest of the ship. Pop downstairs and you may be lucky enough to find O'aka XXIII. Don't chat to him just yet though. Go into the Power Room. Whoa! What are those things? Chocobos? Hmm... never seen those before. And this women won't stop singing. Grab the Al Bhed Primer Vol III and get out. In the adjoining room you can pick up a Remedy and if you keep kicking the suitcase you'll find five Potions. Go back to O'aka and chat to him about his little empire. I know that you've only just met him but give him 500 Gil to help him out.

Ah, the calm before the storm. Yuna isn't so busy right now and she has some disturbing news. It can't be... it's just a coincidence. Jecht is dead, my father's dead! But what if...



Boss Pt 1: Sin

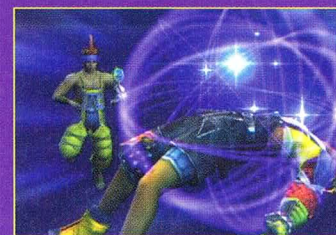
HP: 2,000
Attacks: SinScales
Mark II

Boss Pt 2: SinSpawn Echuilles

HP: 2,000
Attacks: Drain Touch, Blender
AP Received: 70
Items Held: None
Items Received: .. Power Sphere, Mana Sphere, Ability Sphere, Harpoon

Sin is going for Kilika – you've got to stop it! There's no point in taking any notice of the SinScales, as they'll just keep on coming. Take out two of them and leave one remaining. Call on Valefor's powers, as its Energy blast will hit for 1,500 HP. The remaining 500 HP will be easy enough to remove, but you have to use Yuna or Wakka as Sin is quite a distance away.

Out of the frying pan and into the blender! Wherever there is Sin, there's SinSpawn. Wakka's Dark Attack will shut it up for a while. As long as it's blinded Drain Touch won't have any effect. You should use Cheer to keep you strong and to get you through the Blender without too much pain.

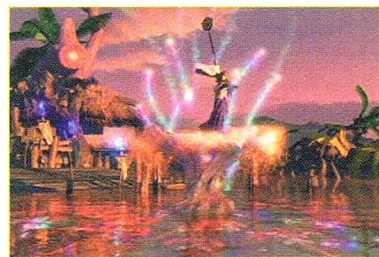


Babes In The Wood

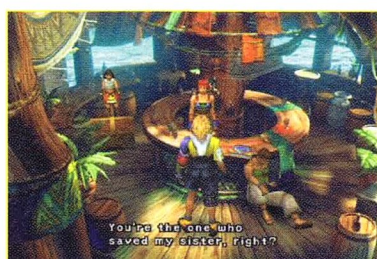
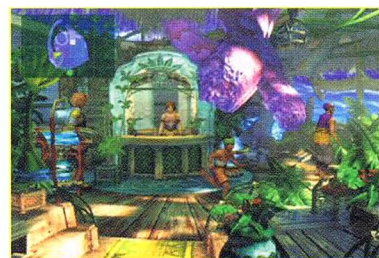
Nobody seems to want to talk. I guess it's understandable after what happened. Yuna is about to perform some sort of ceremony to send the souls of the dead to their resting place... otherwise they become fiends or something... that didn't happen in Zanarkand. Will I ever get home? That 'Sending' has shattered Yuna - we'd best get some sleep before we set off...

Why does Wakka want to go already? It's far too early. Oh well, better explore before you leave. There's a little girl over on the far left walkway. Hmmm... that platform is looking a little unstable. After you've saved her you should go back to the Tavern where her sister will reward you. You can also pick up the Al Bhed Primer Vol IV from the counter. This should get you up to 'Pakehhan' standard. Wakka is just outside, waiting for you. Apparently the others are waiting at the forest, so you'd better get over there. Stop off at the Weapons Store (near the main jetty) and grab a Seeker's Armlet. Then go to the house (opposite the broken structure) and ransack the chest on your way through. Phew, finally caught up with the others. What!? Yuna wants you to be 'near her'? Hmmm, she really does like you.

There's a huge monster up ahead, but you should avoid it for the time being. There are plenty of side paths to explore before you confront it. Check the Seeker's Ring when you find it, as the chances are it will be superior to the one



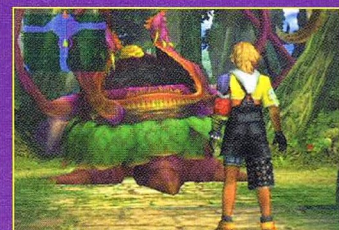
you have already. You may also find a Luck Sphere - give it to someone whose Luck is low (check the Status screen). Along the way you'll pass the Crusaders on their scouting exercise. Make sure you meet them twice (in different locations) and speak to their commander. Each time you will be given something. Now that Kimahri is part of your gang you'll be able to get to his Sphere Grid. He is the first character who has a choice as to which direction they can go in. It's entirely up to you, but Kimahri is a warrior at heart, so moving to the top right is a good idea. There are a whole new bunch of enemies in the Kilika Woods. The Ragora has Kimahri's first Lancet move. Tidus can handle the Dinonix, Wakka the Killer Bee and Water will flush out the Yellow Element. Keep scouting and fighting until Lulu has reached 'Focus' on the Sphere Grid.



Ochu

HP: 4,649
 Attacks: Poison
 Claw, Water, Earthquake
 AP Received: 60
 Items Held: None
 Items Received: .. HP
 Sphere, Bright Armlet

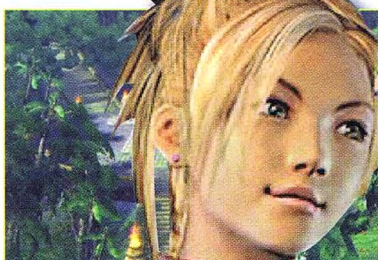
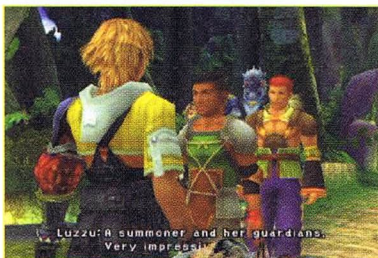
Hah, 100 Crusaders? You've got to be joking? You can take this guy without any hitches. Cast Focus and Cheer to get your offence and defence up to max. Use Wakka's Silence Attack to shut Ochu up and then pound it with Fire and physical attacks. Once you get him down to around 3,000 HP, summon Valefor. Ochu will start to use Earthquake, which can't harm air-based characters. If Ochu falls asleep he will gain HP, so attack him to wake him up. Once he's down to around 2,000 HP, use Energy Blast to finish him off. 60AP? That'll do nicely.



Warming Up Really Nicely

Defeating the fat vegetable has impressed plenty of people, including the commander. Talk to him/her (hmmm, not too sure) to receive the SOS NulBlaze Shield. It may well be useful in the near future. By now you may have realised that you're fresh out of Ability Spheres, so Abilities like Aim and Life are unobtainable.

There isn't really much that you can do about that right now. Time to move on to the temple then. The red arrow will show you the way. A race, huh? They don't call me Tidus 'Speedy' Gonzales for nothing you know! Hey, now that's cheating. Ah well, you'd best use the Save Point to revitalise Valefor while you're here. Now what's up? Can't you guys look after yourselves for five minutes?



Small Talk

There is nothing more for you to do here in Kilika and the boat for Luca is docked up and ready to go. Once on board O'aka will ask for some money again. Yes I know, he doesn't appear to be doing anything constructive right now, but you never know – he may be in a position to help you one day. Buy one of each of his items just to keep him sweet and give him 500 Gil. Up on deck you can find the Al Bhed Primer Vol V. There's a lot of tension on board at the moment, what with there being two different teams within metres of each other. It's nice that Yuna is standing up for me though. And then

there's the whole Lulu/Wakka thing going on. Why are they always talking about me behind my back? You know what? Maybe I should be a guardian... I could play Blitzball too, couldn't I? Hmmm... listening to them makes me feel guilty. Perhaps I shouldn't have been so harsh on my father. I need to talk to Lulu and Wakka – I should look for a gap in the conversation.

Hey what do you know, there's a Blitzball on the deck. I can practice my moves... well, I would if I could remember any of them. And as for that 'Sublimely magnificent Jecht Shot Mark III...'

SpinSpawn Geneaux, SinSpawn Tenatcles

HP: 3,000, 450
Attacks: Slap, Venom (poison), Sigh, Water, Staccato
AP Received: 82
Items Held: None
Items Received: .. Ability Sphere, Power Sphere, Blind Pass

Whoa, this one's big. Still, the bigger they are the harder they fall, right? Cast Cheer and Focus as usual. For the moment the creature's shell is protecting it and the tentacles will absorb any magic attacks, so you should take out the tentacles first. Get everyone involved to ensure that you all get the AP reward. With the tentacles gone, call forth Valefor. Energy Blast will hit for around 2,800 HP and that, I believe, is that.



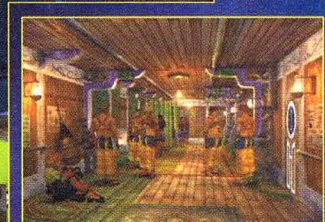
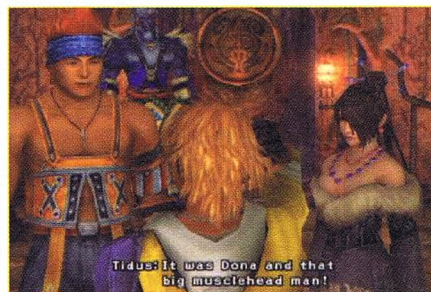
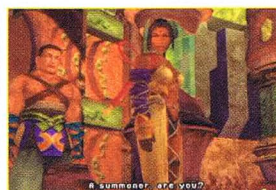
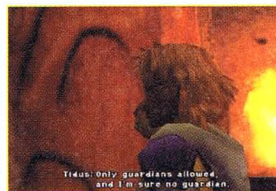
Free Ifrit

You're getting pretty good at this – Valefor can take out anything in its path right now. And, now that you have some more Ability Spheres you can learn Aim and Life. The temple calls, and with it comes the main Blitzball opponents. What are they doing here? Ha, your arrogance will be your downfall – just you wait until we get to Luca.

- Huh, this place is full of idiots. I don't know who that woman was, but I guess it's too late now. Yet another Cloister Of Trials awaits...
- Take the Kilika Sphere and place it in the recess. This will unlock the door.
- Remove the Kilika Sphere from the recess and place it in the recess at the far end of the next room. Remove the Kilika Sphere and place it in one of the other recesses for the time being.
- Touch the new glyph to open the door. Go through to the next room, take the

Kilika Sphere and place it in a recess in the previous room.

- Take the Glyph Sphere (green) and place it in the recess in the 'wall of flames' room.
- Push the block from the previous room into the 'wall of flames' room and place it on the flashing light. If you mess it up just step on the light to reset the puzzle. Once there, put a Kilika Sphere in the block's recess.
- Remove the Kilika Sphere from the trench and replace it with the Destruction Sphere. This will allow you to get the Red Armet.
- Grab the Kilika Sphere and use it to open the final doorway.
- That song... it's familiar. I remember it from when I was a kid. Well, at least Yuna is safe. And now we can call upon Ifrit



Luca: Blitzball Central

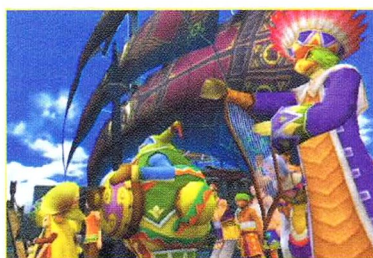
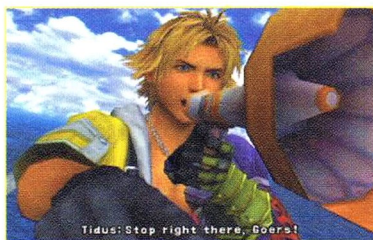
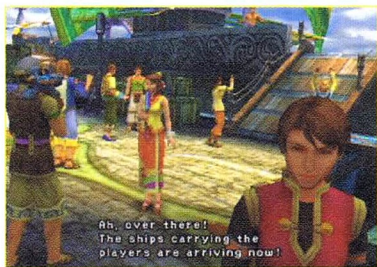
There are a lot of people here, and most of them are behind the Goers. That's good though – less pressure that's for sure. The stadium is closed off for now, so you'd best go straight to the changing rooms and brush up on the rulebook. Yuna wants to go looking for Auron, but before that you should explore. The changing rooms on the other side of the stadium entrance hold the AI Bhed Primer Vol VI and a Hi-Potion. Whoa, that must be a female Ronso... scary stuff. The docks are bound to be filled with cargo, some of which would look good on you. Here's what you can find:

- Dock 5 HP Sphere, Magic Sphere
- Dock 4 Nothing
- Dock 3 Nothing
- Dock 2 Phoenix Down x 2
- Dock 1 600 Gil, Tidal Spear

O'aka is hanging around in Dock 1 and it looks like your initial funding has got him off to a good start. Out of everything he has, the Thunder Spear will be the most useful. Oh, and you should pick up some Eye Drops and Echo Screen as well.

Opposite the entrance to the stadium is a path leading to where they're doing some filming. It would be easy to get lost in this town – normally I'd use the whistle to get someone's attention but Yuna can't do it, so that idea's out! There's something called a Sphere Theatre just over there. Maybe Auron is there.

Well, he isn't here, but the Info Board has some new tactics on beating fiends, so you should hit the tutorial.



There's Been a Kidnapping!

Well, the theatre is certainly a nice place but the Sphere prices are way out of my league right now. Maybe you can come back here later? Don't forget to pick up the AI Bhed Primer Vol VII before you leave. Head on over to the City Limits via the Square. Luzzu is waiting for a courier, and you can pick up 1,000 Gil from a chest.

The girl in the Square has some new weapons, but nothing of interest. I suppose the Halberd may come in handy. That must be the Café that Yuna was talking about. Oh no! The match has already started... and where's Yuna gone!? Get over to Dock 4 NOW! Someone has blocked off the passageway from Dock 5 to Dock 4, so you'll have to go the long way round. The AI Bhed must have known we were coming – there are revived Machina everywhere! Kimahri's new Thunder Spear and Lulu's Lightning will cream them. Once you get to Dock 4, the Workers will be everywhere. Keep looking for fights in the docks area as the Workers seem to carry loads of decent items. Among them are Hi-Potions, X-Potions and a Lightning Steel!



Oblitzerator

HP: 6,000
Attacks: Blitzball Rush, Blind Ball (blind), Mute Ball (silence)
AP Received: 36
Items Held: None
Items Received: ... Elixir, Metal Armguard

There are two ways to defeat this mechanical monster. The first is for beginners: there's a crane on the boat – you could use it to do huge amounts of damage, but you'll have to get Lulu to use several Lightning attacks on it to power it up.

Then there's the pro's approach: cast Focus and Cheer. If your characters are suitably powered up, attacks will hit for 500 HP and Lulu's Lightning will hit for 500+ HP. Who needs a crane when you've got pure strength? You may also find that you learn how to use the Warrior mode Overdrive for one of your players as well.



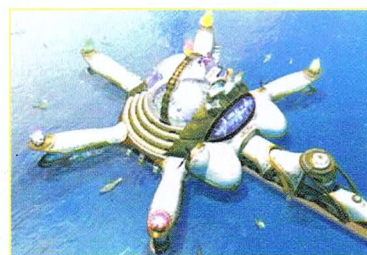
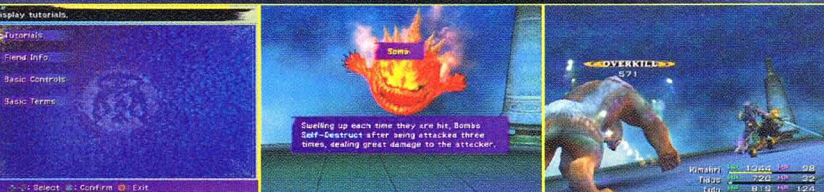
New Fiend Info

BOMB

Each time a Bomb is attacked it will swell up. If you don't defeat it after the third swelling it will self-destruct, inflicting mega damage on one person. Bombs are prone to Silence and Ice, so Wakka's Ice Strike and Silence Attack, and Lulu's Blizzard are useful.

DUAL HORN

With nearly 2,000 HP, the Dual Horn is one heavy-duty beast. Use Wakka's Dark Attack to blind it. Then hit it with Fire and physical attacks until it falls. With Fire hitting for 500+ HP, it won't take very long.



The Big Match: The Finals!

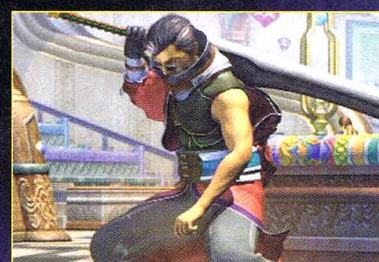
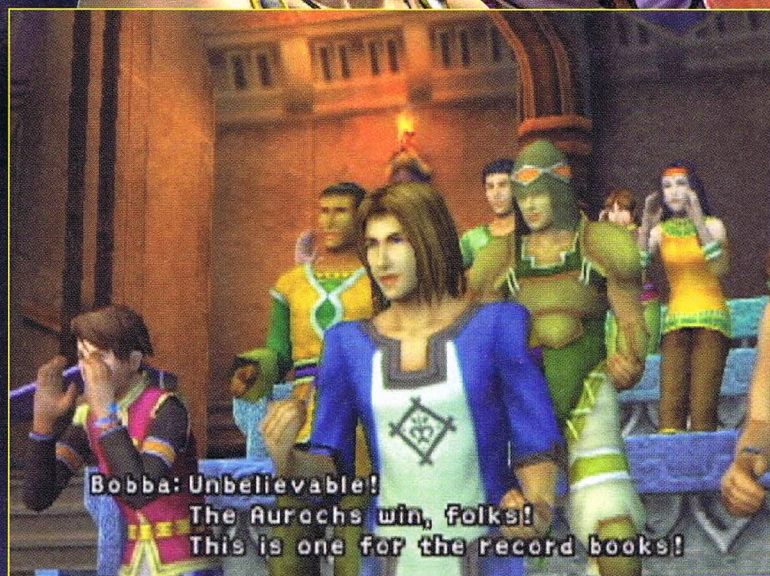
Okay, everyone's safe, and the Aurochs are through to the finals. The problem is that the opposing team just happens to be the best team in all of Spira. Get over to the changing rooms quick smart. Breath deeply – you can do this. Once Yuna has left for the stands, get back into the changing rooms and save your game.

This is all about tactics and time wasting. Check out the Blitzball tutorial before you start the match. There are several obstacles that will stand in the way of you winning. Firstly, the Goers' defence is second to none. 80% of the time you will come off worse in a head-to-head tackle, so this means that you will have to keep passing to create some space for your forwards. The second problem lies with the Goers' main striker. Bickson has a great shot and if you let him anywhere near the goal he will score. Don't try anything funny as your team will be outplayed. If you get the ball near your own goal and you can be sure that you aren't going to be tackled, pass it as far as you can. If you're near your own goal and you have someone on your tail just keep swimming and get some distance between you and your goal. That way, if it all goes pear shaped, the opposition won't be near enough to shoot.

Remember – it may seem impossible at first but you CAN win this!

A Strength Sphere is the reward but someone has let loose a hell-load of fiends (not the Nineties pop group obviously). These Sahagin Chiefs are no match for you, but there are more surprises to come...

... is that... an Aeon?



Chocobo Pie

I... just... can't... believe it...

But... it must be true. It explains everything... but how!? The only way to find out is to go with Auron I guess. I need to get this out of my system. I just wanna scream!

Everyone seems so impressed with Maester Seymour. I'll admit, his Aeon was very strong but there's something fishy going on here. It was all a bit too convenient for my liking. Still, there's nothing that I can do about it right now.

Before you join Auron, go the other way and grab some items from the Main Gate shop. The Shimmering Blade and the Metal Bracer will help Auron in the short term. Oh, you really should change your Overdrive mode to Warrior as well... that is, if you obtained this ability in the Obliterator battle. If not, you'll get the option soon.

It may seem a little strange, but at this point the only way to really progress in your quest is to play more Blitzball. Yeah, okay, so I'll admit that the last match you played was a complete nightmare but that was the hardest game that you'll ever take part in. At the start of the legendary Mi'ihen Highway there's a Save Point. It might look the same, but from here on in all the Save Point will allow you to be whisked back to Luca to take part in Blitzball competitions.

It seems strange that these people should be wondering around when there are Bombs on the loose – maybe they want to die? Ah well, Sin does strange things to people. The Scholar Maechen is doing the rounds. If you fancy a history lesson then he's your

man. Word has got around that Yuna is planning to save the world and there are plenty of gifts coming your way. Here's a checklist:

- 1) Read the Al Bhed writing on the inner walls of the ruins
- 2) Get the Ice Brand from the chest behind the ruins
- 3) Talk to everyone to find useful items including the Level 1 Key Sphere
- 4) Talk to Belgemine in order to fight against her Ifrit. There is only one way to win this battle and that's by using your most powerful Aeon. Summon Valefor, then use Blizzard twice. Shield to protect yourself from the Meteor Strike, then Boost. Shield, Boost and Shield again. A standard attack should see your Overdrive bar full allowing you to use Energy Blast. You should note that only the Energy Blast Overdrive will do the job. You should get an Echo Ring as a reward.
- 5) When you get to the Blitzball, DON'T KICK IT! Run past it and talk to the little boy first.

There are certainly some weird people about. Chocobo Knights? What's that all about? Well, at least they can outrun all the fiends. Tactics are important for handling the enemies on this highway. Take out the Eyes first as they can cast Confuse on you. The Dual Horns need to be blinded otherwise Gore will really hurt you. Once you get to the end you will come across one of Rin's Agencies. There's only one thing to do at a time like this and that's play Blitzball! This is highly recommended, and from now on my story will assume that you have reached certain levels of ability at the art of Blitzing. You should try to have Wakka's Attack Reels sussed before you venture down the highway (check out the dedicated Blitzball tutorial in this magazine). Also, from now on you should play at least one game at each Save Point that you get to. That way you'll be a pro in no time.

By this point you'll have broken the bank, so it's lucky that you won't have to buy anything for a while. Chat to

everyone before you go outside. Yuna is outside and might need a shoulder to cry on before you hit the sack.

In the morning make sure you speak to the owner of the shop for the Al Bhed Primer

VIII. You can figure out a few more letters of the alphabet by writing down what he says and cross referencing it with what you already know. Rin seems like a nice bloke – maybe these Al Bhed aren't as bad as Wakka makes out. Still, there's no time for idol banter. That giant fiend has arrived and he's munching Chocobos! Hmmm, two Mega Potions and a Level 1 Key Sphere... that'll do nicely!



Chocobo Eater

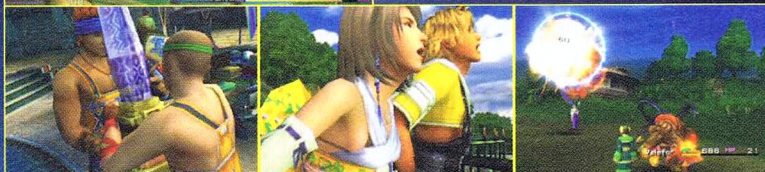
HP: 10,000
Attacks: Swing, Mighty Shove, Blizzard
AP Received: 90
Items Held: None/Moomba
Items Received: .. 1 Key Sphere x 2, Harpoon

Eurgh, can you smell the breath on that thing!? It's time to wash your mouth out sonny. There can be three outcomes for this fight. The first is that you get pushed off the edge of the cliff. If you use the wrong attacks, the Chocobo Eater will shove you over the edge. You won't die, but you'll get nothing out of it. On the other hand you could kill it and you'll get a Moomba Mage (MP + 100%), Yellow Bracer, White Armlet or a Red Armlet. If you're really good, you can push the boss off the cliff, which will earn you something a little more special. To do this you should first use Wakka's Dark Attack. This will blind the beast for a while. Now attack with Kimahri and Auron, and use Lulu's Fire attack. Keep doing this (and occasionally use Dark Attack) to knock the beast over and push it back. The one big problem you'll come across is that when you get it near the edge it will keep pushing you back and you'll end up killing it before you push it off. The solution is to use Tidus to cast Haste on your attacking party. Ahh, easy when you know how.

Feather Treasure

The Chocobo girl is understandably grateful, and you should be able to get hold of a Chocobo for free. Before you get on the Chocobo, go some of the way by foot. Go over the first two bridges in order to see Shelinda falling off her Chocobo. He, he, come on, that was worth seeing right? Anyway, grab the Al Bhed Primer Vol IX and get back to your Chocobo. Ride back along the Mi'ihen Highway, back to where the ruin with the Al Bhed writing was. By now you should be able to guess at what it says: "There is a valley in a vast plain with a great thorn beside. From the thorn look cross the vale to the other side." Well, it may not mean anything right now, but perhaps in a while...

Now you can grab some of the secret treasure that's hidden on the Mi'ihen Highroad. This road is full of enemies, but the Chocobo's long legs will keep you out of reach. There are Chocobo feathers in certain places along the road. If you find one you should be able to jump up to a secret platform. Here are the locations:



1) HEAT LANCE

Go over the first two bridges and find it on the sharp bend.

2) THUNDER BLADE, SCOUT

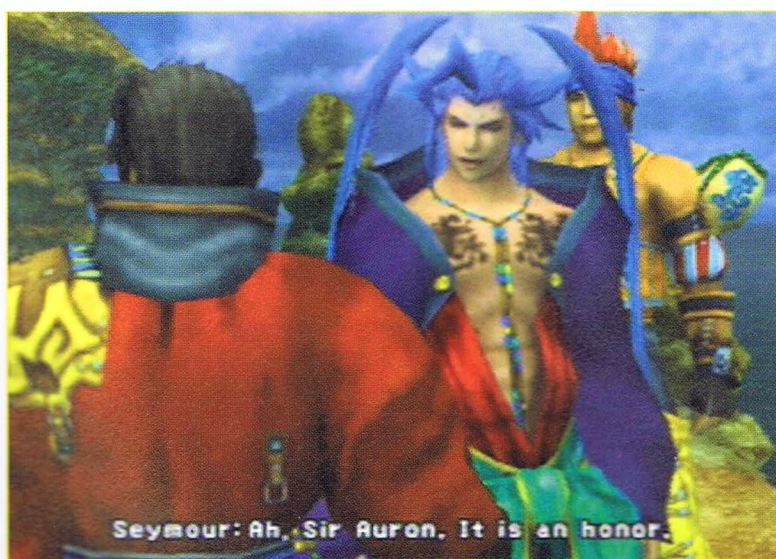
Double back along the Old Highroad and search where the two outcrops appear above you.

3) FORTUNE SPHERE

Keep going along the Old Highroad, past the Chocobo training area and look for the small road that branches off.

Run all the way to the end of the Highroad to pick up the Mars Crest. You could really do with stretching your legs and pounding some enemies, so why not walk back to the guarded gate area? On

your way you'll bump into O'aka. You should probably lend the poor fella 500 Gil and buy some items from him before you move on. Once at the gate one of the guards will ask you to donate some money. For 1,000 Gil you can get a smart Ice Lance, which is a bargain considering how much O'aka will charge you. Those swines won't let you through but as you walk away Maester Seymour arrives. There's something extremely dodgy about him... and he's got a girly voice!

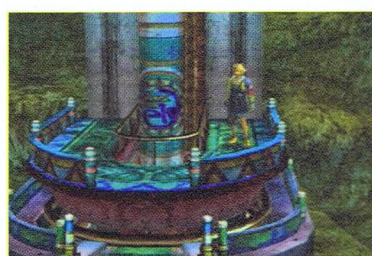


Mushroom Rock Road

The path is now clear for you to pass. There is some new fiend info on the board, so get in some practice before you move on. The guards at the start of the Mushroom Rock Road will have items for you, including an impressive Tough Bangle.

O'aka is a little way down the road but doesn't have anything that screams 'buy me!' at the moment. Along the way you'll see a rock formation in the shape of a thorn. Maybe that's what the AI Bhed writing was talking about? You will also bump into Shelinda who can heal your party.

After a fair bit of fighting you'll talk to a guard who gives you 400 Gil. Go left here and search for another lift that goes down to the Serene Armlet. Also in this area (the area under the Save Point where Luzzu and Gatta are waiting) is the AI Bhed Primer Vol X.



SinSpawn Gui

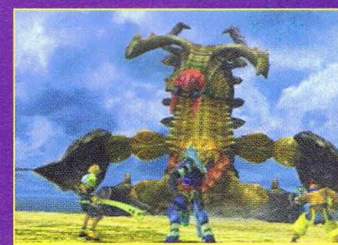
HP: 12,000 (body)
4,000 (head) 800 (arms)
Attacks: Thunder, Venom
(poison) Demi, Clasp
AP Received: 1,126
Items Held: None

Items Received: Level 1
key Sphere x 3, Katana/level 1 key
Sphere x 6, Dreamy Cait Sith

First things first – get rid of the arms as they protect the body from any attacks. Piercing weapons will shift them in no time. If the head starts to move suspiciously attack it before it uses Venom. With the arms gone you'll have the time you need to attack the head with Fira (hitting for around 900) or Kimahri's standard attack (hitting for 600-1,400). Once the head is dead you should concentrate all of your attacks on the body. Now is also the time to use your Aeons. After a few rounds of attacks the arms will regenerate and you'll have to take them out once more before the body is uncovered again.

When the boss keels over it isn't actually dead. Sin will arrive and, in a flurry of energy, the boss will regenerate. Most of the party have been blasted away by Sin's sound wave leaving only Auron, Yuna and Seymour to fight. The boss acts in exactly the same way, only the head section now has only 1,000 HP and the body section has only 6,000 HP. Take advantage of Seymour's Fira to overpower the fiend.

There are two possible sets of prizes. Defeat the boss without dying to receive the greater prize.



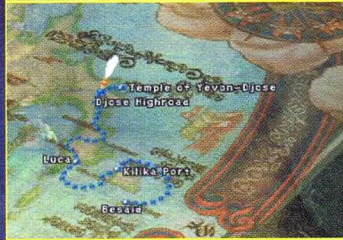
FINAL FANTASY X

> PASSAGE TO DJOSE...

Passage To Djose Temple

All these people... dead... for nothing! Damned Sin, why does it even exist? Damn you Jecht, aarrggghhh - I'm gonna get you!!

Still, we have to keep going. There are a few chests to find before you leave and some troubling news from Auron. Make your way down the Djose Highroad and pick up the Al Bhed Primer Vol XI about half way along. You'll soon come to the entrance to the Djose Temple. There are two chests to find in this clearing, containing 4,000 Gil and four Ability Spheres. Pop into the Inn and get some rest. There is a new enemy to read up on as well.



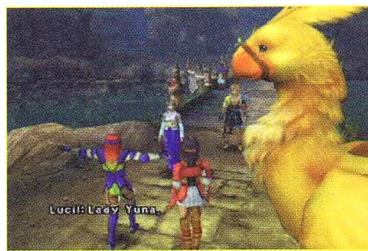
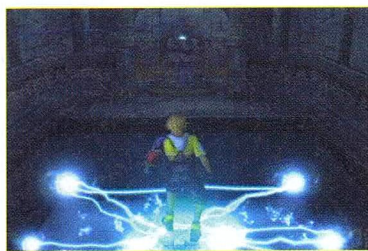
Djose Trials

Wow, this is the first temple you've been to where you actually get to go in with the others. I guess that means you're a true Guardian now? Search the side rooms before you go into The Cloister Of Trials as there is a Mega Phoenix to pick up.

- 1) Remove both Djose Spheres and place them in the doorway.
- 2) Go through to the next room and move the two Djose Spheres (either side of the door) to the slots on the right-hand side of the room. Now push the pedestal into position underneath the machine. Take the charged sphere and place it in the slot to the right of the doorway. Reset the pedestal and place the two uncharged spheres on it. Push the pedestal through the doorway and into the pit. Jump across the pit and push the second pedestal into place.

Jump back across the pit and reset the pedestal. Use the three Djose Spheres (two from the pedestal and one from the right of the doorway) to light up the entire floor pattern slot to the left of the door and two slots in the very first room. Use the lift to go up a floor. Push all five pedestals into place to open the doorway. Go back down and press the Glyph on the far left to reveal a Destruction Sphere. Go upstairs and place the Destruction Sphere on the pedestal to receive the Magic Sphere. Climb the stairs to get to the chamber. That Dona is really getting to be a pain in the arse - she'll get her comeuppance soon enough, you wait and see.

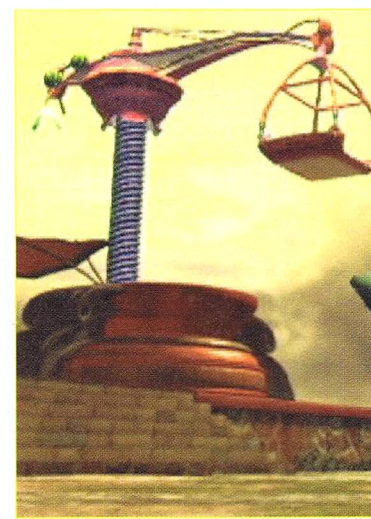
In the morning go back into the Inn and grab the Switch Hitter. Yuna is still inside the temple... fast asleep. She hasn't had much rest but it's time to go already.



Moonflow

There are injured soldiers along the path to Guadosalam, and Shelinda seems to be keeping up as well. Just next to her is a chest containing 3 x Level 1 Key Spheres. Further on you'll bump into those two Rhonso guys. I don't know what they're problem is, but something strange is going on. Someone or something is quietly getting rid of all of the Summoners.

A little further on you'll find another set of Level 1 Key Spheres and you will bump into Belgemine. Once again she will challenge you to a contest but this time it will be against Ixion. Select Valefor and Boost for the first two rounds. Then Shield to protect yourself from the Electrosark. Use Energy Blast to kill off Ixion with over 6,000 HP worth of damage. Your reward will be Dragon's



Scale x 2 and the Summoner's Soul. Finally, you can teach your Aeons some new abilities!

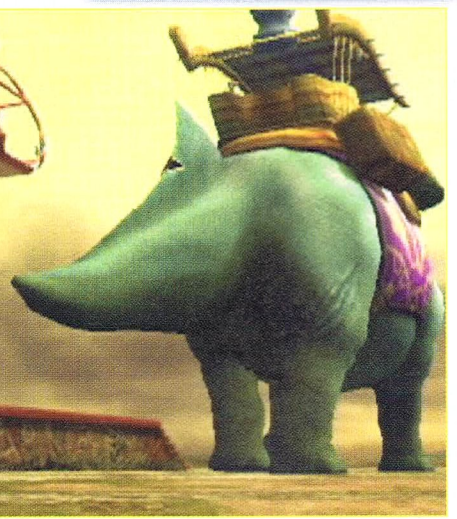
Keep going along this seemingly never-ending road and grab the Magic Def Sphere on your way. Eventually you will arrive at the serene Moonflow where you'll be introduced to the gigantic Shoopuf. Wow, that thing's huge! Chat to O'aka and stock up on goods before you chat to Yuna and move on.

There are traders everywhere - be careful not to get ripped off. There are some decent items amongst all the over-priced stuff so speak to everyone. There's a Save Point on the far right. You can also chat to the rest of the team here, and Maechen has some tedious info as well. Speak to Wakka until he tells you to speak to the driver. Grab the 4,000 Gil from the chest and get on the Shoopuf.

Extractor

HP: 4,000
 Attacks: Aqua
 Shooter, Depth Charges
 AP Received: 950
 Items Held: None
 Items Received: .. Mega Phoenix x 2, NulFrost Armguard

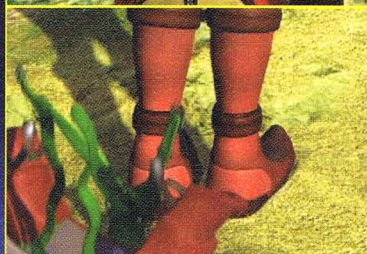
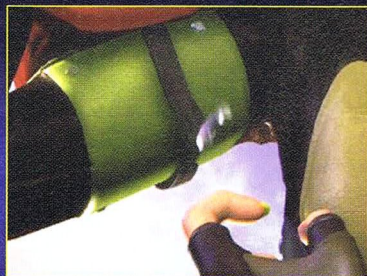
This is child's play! Just keep attacking and when you get an Overdrive, use it. The battle will be over long before the Extractor uses its Depth Charges.



Seymour's Mansion

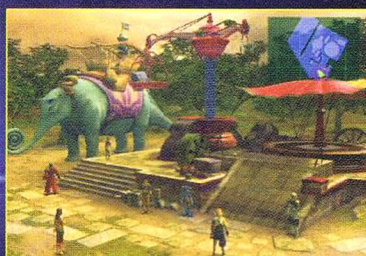
Once on the North Wharf you should search around and chat to everyone. You can find the Al Bhed Primer Vol XII near the station's spinning section. There are a few chests to crack open, but aside from that you should be on your way. Yuna is running out of time.

Take the road to Guadosalam. Hey, who's that on the floor? It's Rikku! Hold on a second – what's she doing?



Now that Rikku is in your team you will be able to customise your weapons. As long as they have a free slot and you have the correct items the upgrade is yours. Just a little further up the road is the entrance to Guadosalam. Whoa, what a weird place. Whatever you do, don't go through the double red doors until you've fully explored the area. There is some new fiend info in the Inn, chests to find and the Al Bhed Primer Vol XIII is hiding behind a pillar in the room where Pah Guado is sitting.

There are plenty of Blitzball players in Guadosalam and one or two of them are free to join you but, to be honest, your team should be miles better than any of them by now. Now you've explored fully, go through the red doors and into the dining hall. Once the old man has left speak to everyone in your party until the girl Yuna arrives.



Rolling Thunder

WHAT!? Yuna can't marry that freak! You need to talk some sense into her right now. Oh well, I guess she'll have to make the decision on her own. To the Farplane it is then. You will have seen the entrance to the Farplane before – it's the corridor at the top that was previously guarded. Auron and Rikku have their reasons for not going, so you'll have to accompany Yuna.

Once she has decided on what she's to do head back. What was that thing that the ex-Maester dropped? Hmmm... it's time to move on already. If you try to leave by the Thunder Plains exit Shelinda will meet you and reveal that Seymour has already left for Macalania. What's going on? Something strange, that's for sure. Go and tell the others, then be on your way.

The Gandof Thunder Plains are extremely dangerous. Lightning is constantly striking – avoid it by tapping X. If you hammer the button repeatedly you'll attract attention, so just the once will be enough. Search thoroughly for chests – along the way you'll come across Maechen, Shelinda and a mysterious Cactuar Stone. Eventually Rikku will get far too scared and you'll have to stop at Rin's place. The book on the counter tells you how to use that stone, so remember it for later. Once you've spoken to your team, Rin will ask you how your Al Bhed is coming along. I'd say it's coming along just fine (you should've figured out pretty much all of the letters by now). Tell him it's going okay to get the Al Bhed Primer Vol XIV. H=N huh? Like you didn't know that already...

You should go and see Yuna now... actually maybe that wasn't such a good idea after all.

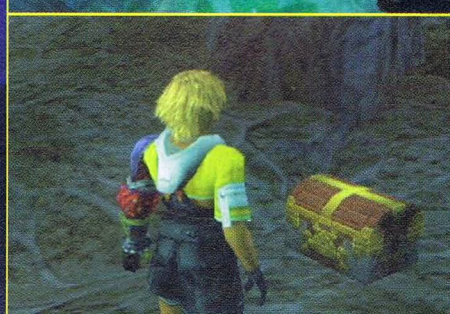
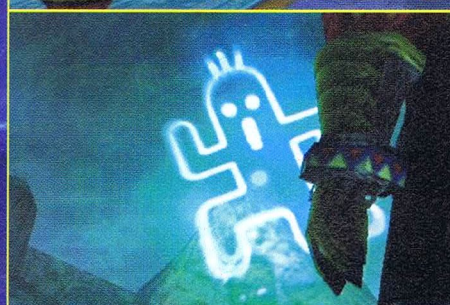
You should be able to talk Rikku around to leaving – once outside go back in and check out the new fiend info. There's also a blue book on the desk. Read it to learn if you've won anything through dodging lightning bolts. If you have, the treasure chest will be outside. Hmmm... this could turn out to be a productive little game! The Bilgen Memorial Travel Agency will reward you with items depending on how many times you consecutively dodge a lightning bolt. Here are the prizes – to get them you'll have to read the book in the Agency, then open the chest outside.

- 5 X-Potion x 2
- 10 Mega Potion x 2
- 20 MP Sphere x 2
- 50 Strength Sphere x 3

The prizes go up to 200, but that's just not feasible until you get the Encounter-None ability. Now it's time to pray to the Qactuar Stones, by

going up to them and pressing □. There are Qactuar Stones everywhere but you need to find the three glowing ones. Pray to them and a Qactuar Spirit will appear. It will lead you (rather annoyingly) all the way back to the Southern area where you must pray to the leaning tower. A chest will appear but you can't open it until you have retrieved the Celestial Mirror. Remember it for later! As soon as you pray to the first stone there will be a Qactuar on the loose. They are very useful, providing you with 525 AP and Chocobo Feathers. Try to get your whole party involved so that they all receive AP. Put the creature to sleep, then do whatever you must. Alternatively use your Aeons to finish them.

After Yuna gives you the bad news keep going north until you get to Macalania Woods.



A Whole New World

You should aim to have learnt Threaten and Silence Buster before you leave the Thunder Plains. The surroundings are now completely different. You're in Macalenia Woods you see, and there are many wonders herein. Follow the path until you get to the Harp player. He will tell you the secrets of the butterflies. You have thirty seconds to find seven blue butterflies. You probably won't get them on your first try, but keep trying and remember to avoid the red ones at all costs. Your reward will be a treasure chest with a MP Sphere inside.

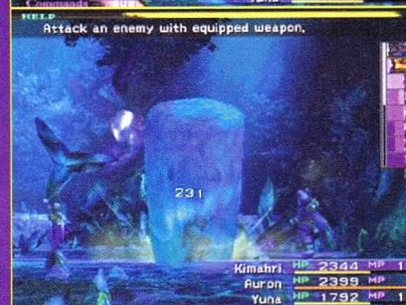
Soon you will find O'aka. Just to the right of him is the AI Bhed Primer Vol XV, and a little further on? Hmmm, what could be through here? Wow, it's Jecht. Maybe he wasn't so bad after all.



Spherimorph

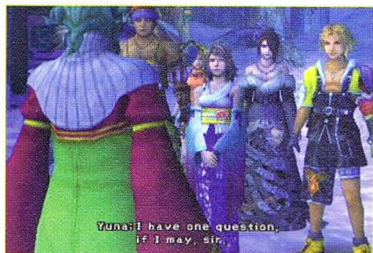
HP: 12,000
AP Received: 4,860
Attacks: Hammerhead, Elemental Shift, Press
Items Held: Turbo Ether x 4
Items Won:..... Level 2 Key Sphere x2, Jecht's Sphere, White Armlet

The Spherimorph is an elemental boss, which changes elemental preference every few rounds. The key to defeating it is to change your attacks according to what it has changed to. This is relatively simple really, and the only problem comes with the fact that if one of your characters gets hit with an element, which they are weak against, it will hurt!



Macalania Temple

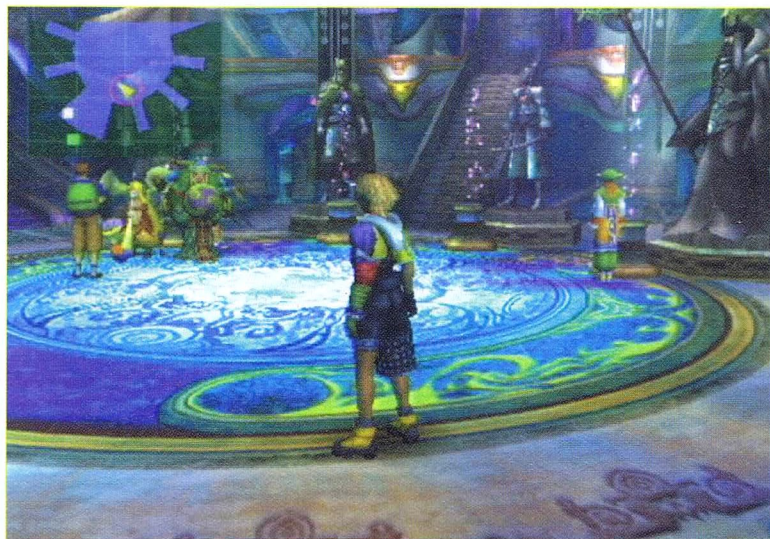
Keep the pace going – you will soon end up at Rin's Agency. Blimey this guy gets around doesn't he? That Chocobo Knight guy is outside. He really isn't cut out for this – you should at least try to convince him to be a Chocobo Breeder.



Speak to O'aka and grab the Al Bhed Primer XVI from the left-hand side. Once inside you can rest and update your dictionary using the 4special sphere.

Hmmm, that little journey was over very quickly.

Ever get the feeling that it won't be so easy on the way back? Once you arrive at the entrance to the temple use the Save Point. Linna is sat by the steps and will give you something.



Follow the path until you get to the temple itself. This is all too easy... something HAS to go wrong.

Speak to Tromell to get the Shell Targe. Speak to everyone in both of the rooms and get all the items and chests before you move on. That sphere that Yuna was hiding kind of explains what you suspected from the start. That pompous Seymour is a nasty piece of work after all, and he has Yuna! Get to her now!



Seymour and Anima

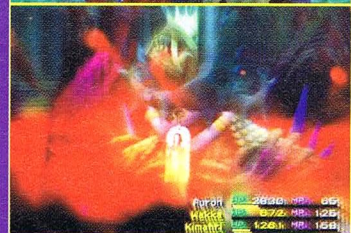
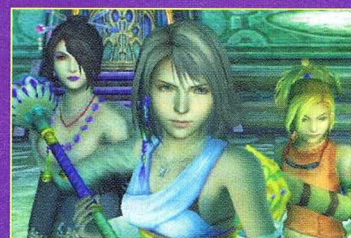
HP:Seymour - 6,000, Guado Guardians - 2,000, Anima - 18,000
AP Received:..7,330

Attacks:Fira, Thundara, Waterga, Blizzara, Pain, Multi-Fira, Multi-Thundara, Multi-Waterga, Multi-Blizzara

Items Held:Turbo Ether, Hi-Potion, Silence Grenade
Items Won:Ability Sphere x 4, Black Magic Sphere x 2, Glorious Armguard, Pearl Armguard, Hurricane Claw, Mage Hunter

Damn that Seymour and his smugness. He's really winding me up! You can try to talk to him with Tidus, Yuna and Wakka but it's no good. The lack of success will wind them up even more, which is a good thing. Take out the Guardians immediately as they will protect Seymour with their lives. Only magic attacks will significantly harm them. With them removed, use physical attacks on Seymour as his Shell will protect him against magic attacks. When his HP gets low he'll summon Anima. This enormous beast has a vast amount of HP and, as such, you'll need to summon your own Aeons to deal with it. One Overdrive later and it will be finished.

At this point Seymour goes mental – his Multi-Magic attacks are decidedly annoying, so simply pummel him and forget about healing. If you try to heal you will soon be overcome.



Crawler

HP: 16,000
Negator 1,000
AP Received: 6,820
Attacks: Gatling Gun, Assault, Mana Beam
Items Held: Lunar Curtain x 4
Items Won: Potion, Elixir, Water Ball

Pesky Al Bhed machine! They're so easy to beat but they manage to get right in the way. Take out the Negator straight away (using Wakka) as it's stopping you from using magic attacks. The get your Aeons out and pummel it. Any of your Aeon Overdrives will hit for 9,999 so you really don't have to worry that much.

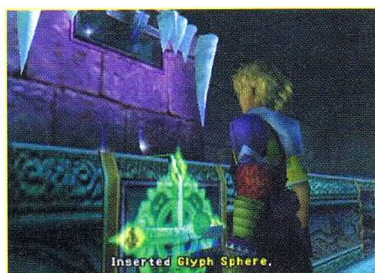


Escape From The Cloister

The Guado are understandably miffed at their ruler's death and to start off your punishment you will become trapped in the Cloister of Trials. This one is a little trickier than previous temples:

- 1 Push the block into the right-hand icicles. Now push the same block into the far icicles.
- 2 Take the Macalania Sphere from the far right-hand side and place it on the column on the lower floor.
- 3 Take the green Glyph Sphere and place it on the far-left slot on the lower floor.
- 4 Go back up, take the new Macalania Sphere and place it on the block that you pushed down to the lower floor.
- 5 Push the block into place under the far-right column.
- 6 Go back up, take the remaining Macalania Sphere (the one by the slope) and place it on the central column. At this point you can leave if you want to.
- 7 Run up the slope and step on the reset button. Push the block down the slope to reveal the Destruction Sphere.
- 8 Go down the slope and hit the regular reset button to gain access to the Destruction Sphere.
- 9 Use a Macalania Sphere to recreate the slope to the lower floor, so that you can use the Destruction Sphere to get the HP Sphere treasure.
- 10 Go to the upper reset button, hit it, push the block down the slope, hit the regular reset button, and go through the puzzle again so that you can get out. Phew!

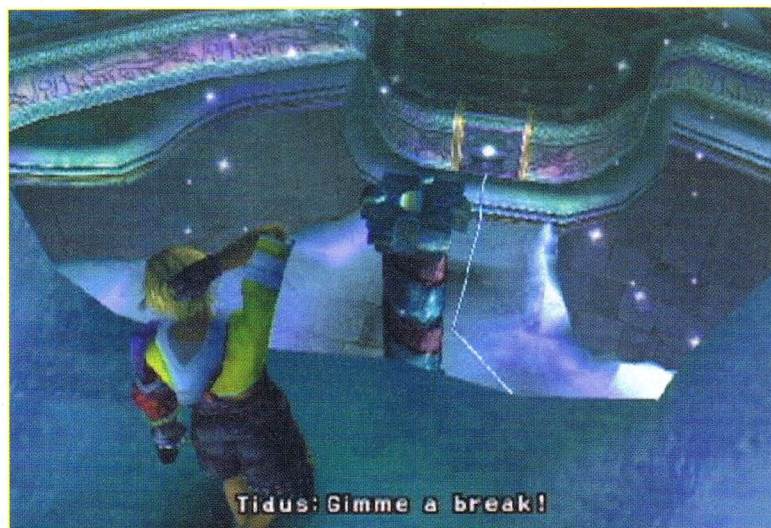
Now run away! Once outside be sure to get the chest on the icy narrow ledge.



Wendigo

HP:Wendigo - 18,000
Guado Guardians - 1,200
AP Received: .. 3,160
Attacks:.....Beserk, Protect, Shell, Whack
Items Held:Hi-Potion
Items Won:Ability Sphere x 4, Power Sphere, Avenger

When in Beserk mode Wendigo's attacks can cause serious damage – over 2,000 HP to be precise, so use Remedies to bring it back to normal. Take out the Guardians as soon as possible as it's them that are causing the Beserk status. With the Guardians gone, use Haste to get the vital attacks in fast.



The Search For Yuna

As a final insult, that damned Wendigo will break the sheet of ice holding you up. Minutes later you will come to, several hundred metres down from where you were. Great... talk to everyone and pick up the Level 2 Key Sphere, which is just to the right of Kimahri.

Well, I guess Jecht really is Sin. The evidence is getting stronger all the time, but why... and how!? What the!?

... yet again Sin has picked you up and dumped you somewhere completely different. Oh well, at least you're out of that freezer. You're now in the Sanubia Desert on your own and already the fiends are upon you. What the hell!? The Zu might look menacing but you can handle it. Equip Brotherhood, cast Haste and get stuck in. After a while Auron will hear the commotion and join you. Then Lulu will turn up. Just over the dune you'll find Wakka. Get the AI Bhed Potions and read the new fiend info. Keep searching to find Kimahri and Rikku. Soon you will come to some wide, open expanses. I know that there are lots of fiends here, but it's worth exploring for the treasure that you can find. Be sure to get the AI Bhed Primer Vol XVII from the ruins area, and the AI Bhed Primer Vol XVIII from the signpost in the area preceding the ruins area. Make sure you check every square inch of every area for items such as X-Potions, Elixirs and the Mercury Crest.

Eventually, you'll get to Home and you should aim to have learnt Sleep Buster and Hastega by the time you get there. The AI Bhed Primer Vol XIX is in the courtyard.

The entire area is trashed, with fires raging and bodies strewn everywhere. Some of your old buddies have return in souped-up form.

Bombs, Guado Guardians and Dual Horns have all come back to haunt you! Follow the rest of the gang underground until you get to the Save Point. Don't go into the door next to the Save Point until you have explored this entire area. At the end of the corridor is the AI Bhed Primer Vol XXI. The door next to this will lead you to a Compilation Sphere and a Safe Chest containing a Special Sphere. Use your AI Bhed knowledge to figure out the code. Note that this code is different every time. There is another chest in this room that you can't see from the current angle. It can only be opened by answering the following questions correctly:

Q: Are you AI Bhed?

A: Yes

Q: What is the AI Bhed leader's son called?

A: Brother

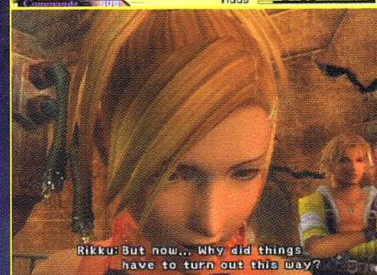
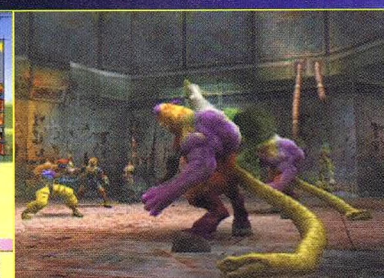
Q: What island is the AI Bhed's home based on?

A: Bikanel Island

Q: What is 'AI Bhed' in the AI Bhed language?

A: AI Bhed

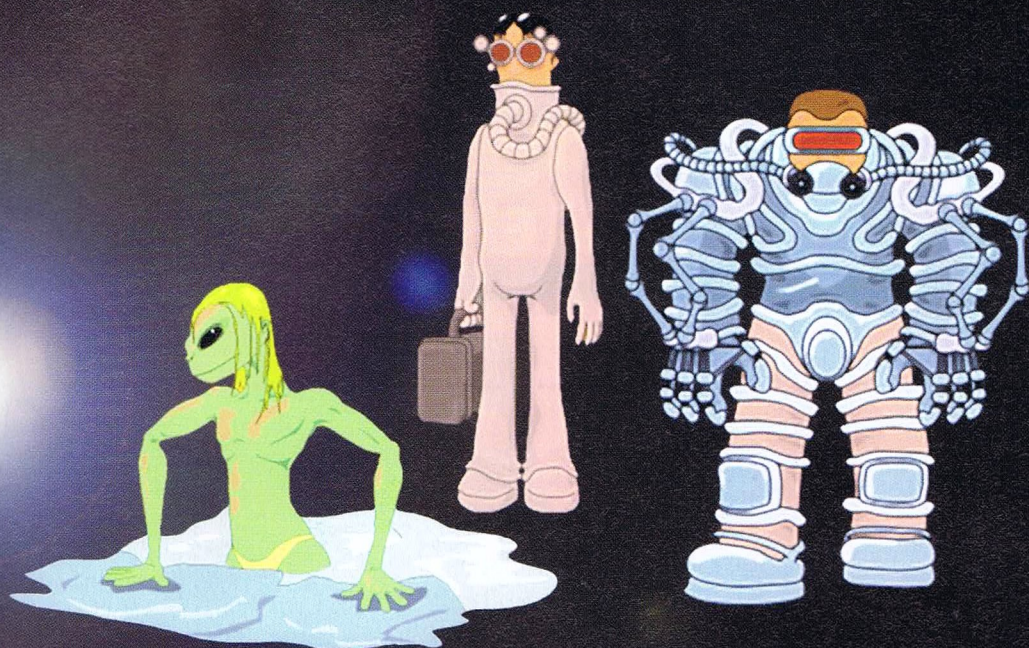
Now go back up the stairs to the room that was previously inaccessible. Use your AI Bhed knowledge to get the Elixir and the Friend Sphere. The AI Bhed Primer Vol XX is on the bed. Go back down to the Compilation Sphere and update the dictionary. Now that you've fully explored the area you should go through the door next to the Save Point. The rest of the team are holding out on you, but it's not exactly clear as to what it is they're hiding. Chat to everyone, then grab the Level 2 and Level 4 Key Spheres. Now you can go through the final doorway and learn the awful truth about Yuna.



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the three big consoles and it can also switch between AV and RGB signals, stamping out the green screen problems when watching DVDs on your PS2!

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OVERALL ★★★★★



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This nifty little steering wheel has a good feel and is reasonable responsive for playing racing games on your PS2. It has suction cups for attaching it to a desk and a special plastic attachment that enables you to play with the wheel on your knees. This is much better than previous knee fastenings that involve squeezing your legs together to hold the wheel in place. The pedals are small but easy to use and the whole package is very reasonably priced. There are better wheels on the market, but at £29.99 this could sell extremely well.

OVERALL ★★★★★



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The whole idea of playing *Tony Hawk's 3* whilst standing on a skateboard is not new, but this Gameboard does make considerable improvements over previous attempts. The board is sturdy and reacts fairly well to movement and the small hand controller has a rumble effect built in for those major crashes. Unfortunately, this device also has a major problem in that the buttons on the handheld device are all squashed together, making it difficult to pull off stunts and grinds. This peripheral can give a lot of laughs when you return home from the pub, but no-one would last more than a couple of runs. Not recommended!

OVERALL ★★★★★



EXTENSION CABLE

Supplied By - ProPlay

Price - £4.99

Somehow joystick cables never seem quite long enough to enable you to sit comfortably on the sofa, without having the PS2 positioned under your feet or in your lap. What every gamer really needs is an extension cable that enables you to sit anywhere in the room and not have cables scattered across the floor. Although not a new idea, these cables from ProPlay are well designed and have a handy reel to keep the wires tidy. It comes in a range of three colours (black, blue and purple) and is available for the very reasonable price of £4.99. Recommended to all serious gamers!

OVERALL ★★★★★



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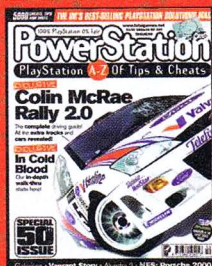
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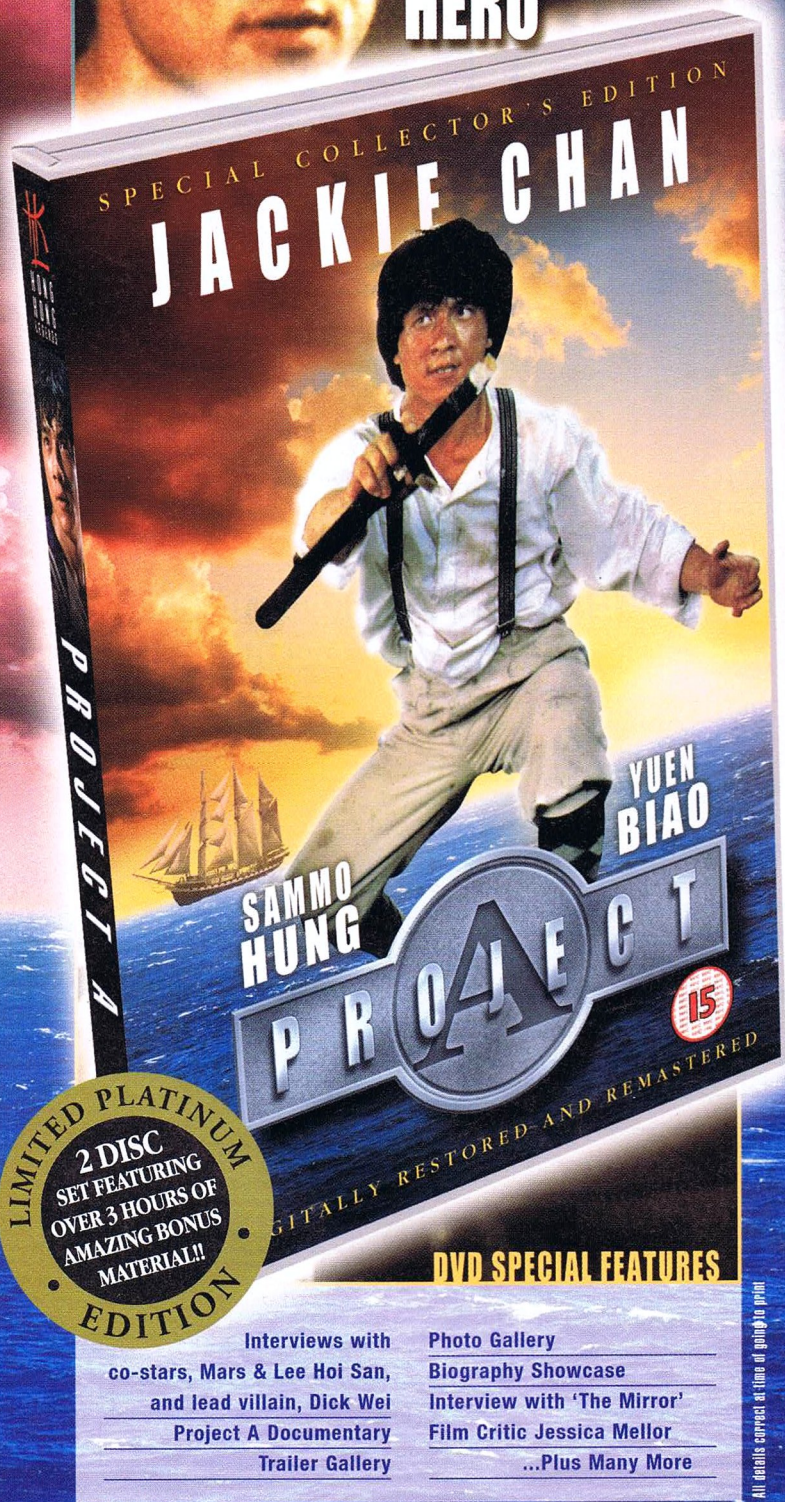
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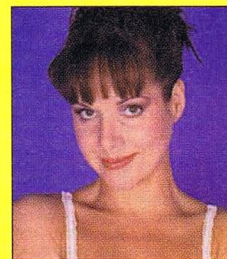
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COMPO CORNER

WE'VE GONE WAR CRAZY THIS MONTH AND HAVE TEAMED UP WITH EA TO OFFER YOU A CHANCE OF WINNING OUR COVER GAME. CHECK BELOW FOR MORE DETAILS.

WHERE YOU TOO CAN BE A WINNER!

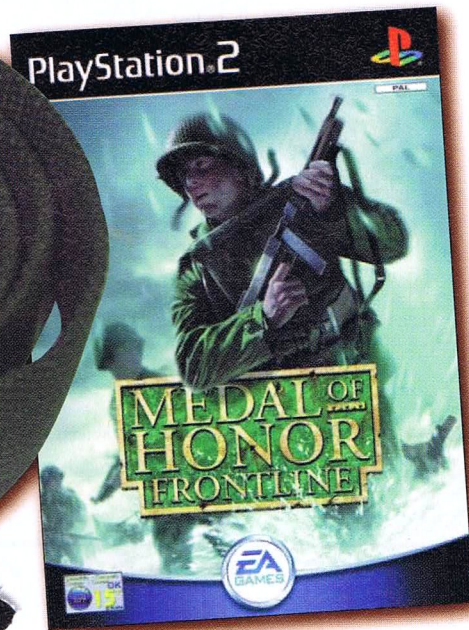
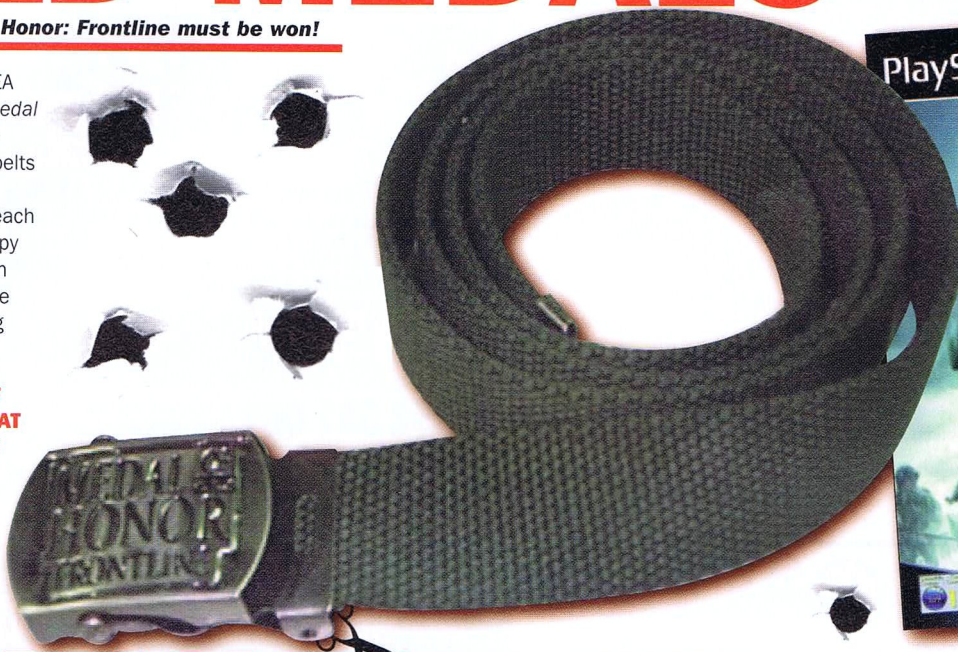
GOLD MEDALS

Five copies of Medal Of Honor: Frontline must be won!

Those wonderful people at EA have given us five special Medal Of Honor belts and also five copies of the game. These belts are one of a kind and not available in any shops and each winner will also receive a copy of this amazing game. To win this special prize all you have to do is answer the following easy question.

Q. WHAT IS THE NAME OF THE NAZI GENERAL THAT YOU MUST KILL IN THE FINAL LEVEL?

- A: STURMGEIST**
B: HITLER
C: CHURCHILL
D: HESS



PowerStation
COMPETITION
ENTRY FORM

Send to: Competitions #76
 POWERSTATION
 Paragon House
 St Peter's Rd
 Bournemouth BH1 2JS
 Closing Date: 10 July 2002

Mr/Mrs/Ms/Miss (delete as applicable)

Name

Address

City

County

Postcode

Tel Number

Email

Date Of Birth

XPLoder CODER			
A ☐	B ☐	C ☐	D ☐
GOLD MEDAL		PREDATOR BOXSET	
A ☐	B ☐	C ☐	D ☐

• Employees of Paragon Publishing or any company associated with the competition are not eligible to enter.
 • The editor's decision is final and no correspondence will be entered into.
 • No cash alternatives. If unavailable, prizes may be substituted by others of similar value.
 • Only one entry allowed per person.
 • A list of winners will be available by writing to POWERSTATION.
 From time to time you may be sent news about exciting new products and opportunities that might be of interest to you. If you do not wish to receive such information please tick this box. ☐
 Alternatively state clearly that you do not wish to receive this information on your postal/online entry.
 *Note: Due to the certificates of the DVD movies and games, only persons over the age stated in the competition may enter these.

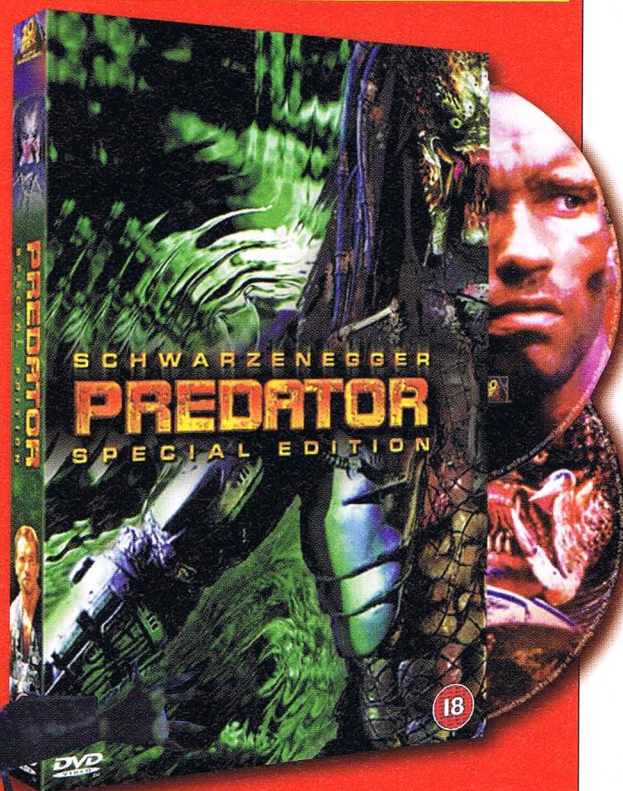
PREDATOR BOXED!

One of five Predator DVD boxsets could be yours!

Our friends at Twentieth Century Fox Home Entertainment have given us five of the recently released Predator boxsets on DVD. These films are classic movies and will look fantastic on your PS2 so answer this simple question for a chance to win.

Q. HOW CAN YOU HIDE FROM A PREDATOR?

- A: DIVE UNDER WATER**
B: CRAWL UNDER A TRUCK
C: COVER YOURSELF IN MUD
D: WEAR A SILLY HAT





GET A MATE IRATE!!!

CALL THIS NUMBER
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YOU CHOOSE THE WIND-UP!



- MR FURY
- MR STUTTER
- THE DETECTIVE
- INVITE TO NO. 10
- MY DAUGHTER'S PREGNANT
- IRATE DELIVERY DRIVER



KEY IN YOUR MATE'S NUMBER,
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BA12 7PP. Please seek permission from the person paying the bill before calling.

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4. Crossed Lines with the Old Bill
5. Mayhem with Mad Mike
6. My Daughter's Pregnant
7. Identity Parade at Scotland Yard
8. You're wanted as a Film Extra
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09052 350 999

09052 351 001

IF YOU ARE PLAYING THE JOKE VIA A
SWITCHBOARD AT THE VICTIMS END

"REMEMBER: YOU CAN HEAR THEM, BUT THEY CANNOT HEAR YOU!"

Calls cost £1 per min from BT Landlines RSL Box 59 Stevenage, SG2 9BL



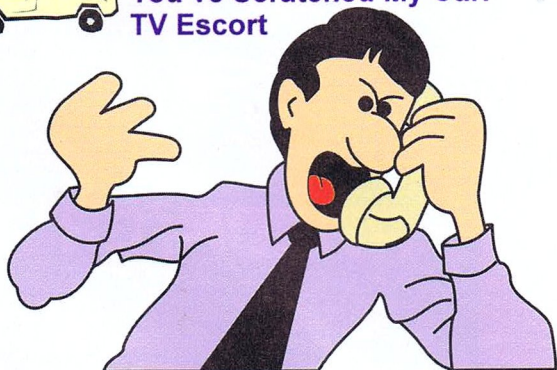
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Recruited For The Army
Date With A Hunky Star
Madam's Services - Unpaid!
Telephone Date Reply
You've Scratched My Car!
TV Escort



The computer will dial out to your victim
and then you can listen in on the line as he
or she gets wound up!

09067 555 118

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EIRE 1570 939 104

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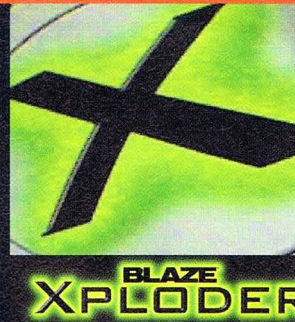
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XPLODER



HERE ARE ALL THE CODES THAT WE CURRENTLY HAVE FOR THE TOP PLAYSTATION2 TITLES USE THESE WITH YOUR XPLODER CHEAT CD TO BECOME A GAMING GOD AND ALL-ROUND HERO!

CODE COMPATIBILITY

Note that each game in this section usually has a Game ID serial number. Please check that this matches the number found on your game disc/case. If so, the codes should work perfectly; if not, they probably won't. If you have any further problems, please contact Blaze (Tel: 01302 325225) or Lurchio@all-xplorer.com.

WIN A VIPER PAD AND XPLODER CHEAT DISC

Five lucky readers can win this brilliant bundle of Blaze goodies: a Viper Pro Grip Shock analog joypad and an Xploder cheating device. To enter, just answer this question...

Q. WHO PLAYS SPIDER-MAN IN THE FORTHCOMING MOVIE?

**A: SYLVESTER STALLONE
B: TOBEY MAGUIRE
C: RICHARD WILSON
D: WILL SMITH**

Please DON'T send your answer on a postcard! Instead, tick the correct box under 'XPLODER CODER' on the competitions coupon on page 103 (and enter the others while you are there!)



PS2

4X4 EVOLUTION

Game ID: 50194
MASTER CODE
Note: This code is required!
F0200008 00333D0F
UNLIMITED MONEY (ALWAYS ENABLE THIS)
208AE75C 0FFFFF

ATV OFFROAD

Game ID: 50293
MasterCode
This code is REQUIRED!
FA7A006E 32ACAF21
500 Points
1A151F10 000001F4
MAXXIS Nationals Mode:
Unlock Red Rocks
1A499450 00000003
Unlock Taramach Ranch
1A499451 00000003

ARCTIC THUNDER

Game ID: 50274
MasterCode
This code is REQUIRED!
FAC272FF 320A6A28
Gold Medal For Lost

Himalayan City

2A1B2233 00000001
Gold Medal For Chernobyl Meltdown
2A1F2233 00000001
Gold Medal For Blizzard IN D.C
2A2B2233 00000001
Gold Medal For Swiss Alps
2A172233 00000001
Gold Medal For Haunted Forest
2A0F2233 00000001

BALDUR'S GATE DARK ALLIANCE

Game ID: 50672
MasterCode
This code is REQUIRED!
FA7A006E 32B0F901
Unlimited Health
2A972B97 461C3C00
2A932B97 461C3C00
Unlimited Energy
2A8F2B97 461C3C00
2A8B2B97 461C3C00
Unlimited Gold
2A6F2B97 000F423F
No Encumbrance
2A172B97 3F800000
Unlimited Skill Points
2A6B2B97 00000063

BLOODY ROAR 3

Game ID: 50203
MasterCode
This code is REQUIRED!
FA7A006E 32B3DF1
Unlock Extra Modes
1AE2CF7B 00000FFF
1AAACE05 00000FFF

BURNOUT

Game ID: 50445
MasterCode
This code is REQUIRED!
FA7A006E 32CF8F93
Unlimited Credits
1A092B60 06080863
Open All Bonus Cars
2A4F156A 00000000
2A37156A 00000000
2A3B156A 00000000
2A23156A 00000000

CITY CRISIS

Game ID: 50364
MASTER CODE
Note: This code is required!
F0200008 0021740F
UNLIMITED WATER
CANNON AMMO
103C474E DEAD2000

CRAZY TAXI

MASTER CODE
Note: This code is required!
F0100008 001A7A17
UNLIMITED TIME (ARCADE MODE)
102F40CC 0A000A00
UNLIMITED TIME (PASSENGERS)
102F4104 08000800

DAVE MIRRA'S FREESTYLE BMX 2

Game ID: 50217
MASTER CODE
Note: This code is required!
F0100008 001D9A47
• UNLOCK BIKES:
DAVE MIRRA
10217B98 BEADFFFF
RYAN NQUIST
10217F60 BEADFFFF
TROY MCMURRAY
10218328 BEADFFFF
• UNLOCK ALL CIRCUITS:
DAVE MIRRA
20217CAC FFFFFFFF
20217CFO FFFFFFFF
20217D78 FFFFFFFF
20217DB8 FFFFFFFF
20217E00 FFFFFFFF
20217E44 FFFFFFFF
20217E88 FFFFFFFF
RYAN NQUIST
202180B8 FFFFFFFF
20218074 FFFFFFFF
20218140 FFFFFFFF
20218184 FFFFFFFF
202181C8 FFFFFFFF
2021820C FFFFFFFF
20218250 FFFFFFFF

TROY MCMURRAY

20218480 FFFFFFFF
2021843C FFFFFFFF
20218508 FFFFFFFF
202185D4 FFFFFFFF
20218590 FFFFFFFF
2021854C FFFFFFFF
20218618 FFFFFFFF

DEAD OR ALIVE 2

MasterCode
This code is REQUIRED!
FA7A006E 329EAF89
50% Health For Player 1
1AD91567 00000096
50% Health For Player 2
1A411558 00000096

DEVIL MAY CRY

MasterCode
This code is REQUIRED!
FA7A006E 32C14AA9
Health At 90%
2A67788B 03840000
Have 100000 Red Orbs
2A9750FE 000186A0

GAUNTLET DARK LEGACY

Game ID: 50211
MASTER CODE
Note: This code is required!
F0100008 001E2F8F
UNLOCK ALL CHARACTERS
10222F58 B33FFFFF
• PLAYER 1 ONLY:
UNLIMITED HEALTH
10223FC2 00005000
UNLIMITED KEYS
00223FC4 2809680A
UNLIMITED MONEY
10223FD0 B33F2710

GRAND THEFT AUTO III

Game ID: 50330
MASTER CODE
Note: This code is required!
F0100008 0011F347
INVULNERABLE
40B66810 00020001
42C80000 00000000
UNLIMITED MONEY
20511928 03FFFFFFF
UNLOCK ALL WEAPONS
20511930 00000064
ALL CARS INDESTRUCTIBLE
201AE558 00000000
UNLIMITED AMMO
MOST WEAPONS
201A34E8 00000000
201A3508 00000000
STOP DAILY CLOCK
20268860 03E00008
20268864 00000000
CARS DON'T STOP AT TRAFFIC LIGHTS
202220C0 03E00008
202220C4 24020000

GRAN TURISMO 3 A-SPEC

Game ID: 50294
MASTER CODE
Note: This code is required!
F0100008 002733D7
UNLIMITED MONEY
209539F8 20000000
UNLIMITED ALL LICENCES
40972F30 00080055
00000000 28096800
409739D0 00080055
00000000 28096800
40974470 00080055
00000000 28096800
40975980 00080055
00000000 28096800
40976450 00080055
00000000 28096800
UNLOCK ALL TRACKS (ARCADE)
00953A24 11047905

HALF-LIFE

MasterCode
This code is REQUIRED!
FA7A006E 32AD9CE9
Below Available At The 'Options' Cheat Menu
Unlock Unlimited Ammunition
1A8723ED 00003F8F

Unlock Invincibility
1A6F23ED 00003F8F
Unlock Invisibility
1A9F23ED 00003F8F

JETSKI RIDERS

MasterCode
This code is REQUIRED!
FA7A006E 32B0D3C1
Three missed Buoy
1A2D76B7 00000003

KLONOA 2: LUNATEA'S VEIL

MasterCode
This code is REQUIRED!
FA7A006E 32A0DA99
Infinite Health
1A19275F 00000004

MIDNIGHT CLUB STREET RACING

Game ID: 50054
MasterCode
This code is REQUIRED!
F0100008 002B9598
All Cars Unlocked (Career mode)
402C5B80 00040001
FFFFFFFF 11047900
All Cars Unlocked (Arcade mode)
402C4130 00020001
FFFFFFFF 00010002
Invulnerable
102C3E0 47FFFFFFF

MX2002 FEATURING RICKY CARMICHEAL

Game ID: 50428
MASTER CODE
Note: This code is required!
F0100008 001BF96F
UNLOCK EVERYTHING
20355F80 FFFFFFFF
10355F94 B33FFFFF
00355F96 280968FF
CAREER POINTS FULL
10344F0C 0000FFFF
FREESTYLE POINTS FULL
004349B8 28096870

PARIS-DAKAR-RALLY

Game ID: 50212
MASTER CODE
Note: This code is required!
F0100008 00125E17
DISABLED TIMER
20179234 00000000
UNLIMITED REPAIRS
104D712C 0FCD0200

QUAKE 3 REVOLUTION

Game ID: 50126
MASTER CODE
Note: This code is required!
F0100008 003012FF
UNLIMITED HEALTH
105B9190 280900C8
UNLOCK ALL ARENAS
106A074C 001A001A

SILENT HILL 2

Game ID: 50382
MASTER CODE
Note: This code is required!
F0100008 0020FA2F
UNLOCK ALL WEAPONS
11125C80 B33FFD50
LOCK ITEMS
21125C82 FFFFFFFF
21125C86 FFFFFFFF
• INFINITE AMMO:
PISTOL
01125C74 2809680A
SHOTGUN
01125C78 28096806
RIFLE
01125C7C 28096804

READY 2 RUMBLE BOXING ROUND 2

Game ID: 50010
MasterCode
This code is REQUIRED!
FA7A006E 32BE0AC1
Unlock All Fighters
4A081E02 C4307D06
0A2008D0 00000003

SPYHUNTER

Game ID: 50268
MASTER CODE
Note: This code is required!
F0100008 002D76A7

INVULNERABLE
0035A484 28096801
UNLOCK LEVELS
0035A48C 28096801

SOUL REAVER 2

MasterCode
This code is REQUIRED!
FA7A006E 32B3B719
Unlimited Material Energy
2AE72122 0000000F

SPLASHDOWN

MasterCode
This code is REQUIRED!
FA7A006E 329C4F11
Unlock Seoul, Lake Quilotoa and Nice
4A34595B C4043A5F
0A3C08D0 28096857
Unlock Madrid 2, Loch Ness and Kuta Beach
4A20595B C4103A5F
4A2C595B C41C3A5F
0A3C08D0 28096857
Unlock Venice, Bering Strait and Amazon River
4AD8595B C4E83A5F
0A3C08D0 28096857
Unlock Lake Havasu and Bermuda Triangle
4AC4595B C4EB3A5F
0A3C08D0 28096857

SUMMONER

Game ID: 82001
MASTER CODE
Note: This code is required!
F0100008 0024E4FB
UNLIMITED MONEY
21284760 02000000
FULL SKILLS
203B09C4 64646464
203B09C8 64646464
003B09C3 28096864

SSX

MasterCode
This code is REQUIRED!
FA7A006E 32B520AD
Always 1st
2A507ABA 429965A9
Lots Of Trick Points
DAC0E037 E8464F65
2A4F4806 0009DD40
All Boards, Outfits Unlocked
1AD31CA1 00000001

SSX TRICKY

MasterCode
This code is REQUIRED!
FA7A006E 32A31121
Always Beat Challenge Mode
2A27A11A 00001000
Have Maximum Statistics For All Riders
2A1F1B9 0000000F

TEKKEN TAG TOURNAMENT

MasterCode
This code is REQUIRED!
FA025AFC 32E8B527
Unlock Unlimited Health Player 1
2A874526 000A0000
2A834526 000A0000
Unlock Unlimited Health Player 2
2AE7446E 000A0000

TG DARE DEVIL

Game ID: 50068
MASTER CODE
Note: This code is required!
F0100008 001E0B63
UNLIMITED CONTINUOUS
11711904 FEED0063
UNLIMITED TIME
117118BA B0007FFF

TIME CRISIS 2

Game ID: 50300
MASTER CODE
Note: This code is required!
F0100008 002B6CE7
UNLIMITED LIVES
006618A0 28096804
UNLIMITED AMMUNITION
00661A04 28096809

UNLIMITED TIME
106618A4 EFD02E00

TONY HAWK'S PRO SKATER 3 (UK)

Game ID: 50435
MasterCode
This code is REQUIRED!
FA326D09 32FD71FE
Tony Hawks: More
Boards Available
1A951EB2 0000FFFF

WARRIORS OF MIGHT & MAGIC

Game ID: 50187
MASTER CODE
Note: This code is required!
F0110040 00303817
UNLIMITED EXPERIENCE POINTS
1045309C 12343FFF
UNLIMITED HEALTH
10BE049A FF4F4222
UNLIMITED MANA
10BE0530 67530015

WIPEOUT FUSION

Game ID: 50005
MasterCode
This code is REQUIRED!
FA7A006E 32B1BA09
All Teams
2A8B1BA2 0000FFFF
Unlock Extra Leagues
2ACF1BD2 000007FF
Unlimited Shields
2ADF2855 421C0000
Always Have 500000 Credits
2A471BD3 004C4B40

WORLD DESTRUCTION LEAGUE: THUNDER TANKS

Game ID: 50170
MASTER CODE
Note: This code is required!
F0100040 001B70FB
INVULNERABLE
00271260 08040201
UNLOCK ALL WEAPONS
00271264 FDCFD001

WORLD DESTRUCTION LEAGUE: WAR JETZ

Game ID: 50262
MASTER CODE
Note: This code is required!
F02BB998 002AB977
Invulnerable
002DABF4 08070605
UNLIMITED MONEY
103BF5D2 0000270F

WWF SMACKDOWN! JUST BRING IT

Game ID: 50477
MASTER CODE
Note: This code is required!
F0100008 001115EF
DISABLED TIMER
102E33C8 00000000
UNLOCK ALL MOVIES
0072B418 1104793F

XG3: EXTREME-G RACING

MasterCode
This code is REQUIRED!
FA7A006E 32BFFB89
Begin On Second Lap
1A62C8C0 00000003
Begin With Loads Of Money In The Bank
DA5A5A3C B2829872
2A373F0B 0160D02C
Unlimited Ammunition + Shield + Turbo
1A2ECF15 00000003

FOR EXTRA CODES

Many thanks to all the expert hackers who contributed to this section. For more great codes, visit the following Web sites...

www.xploder.net
www.all-xploder.com
aghacking.tripod.com

DATABURST

Keep up to date with the biggest database of cheats and secrets in any magazine. Every bona fide PAL PSone and PS2 code in existence can be found in this handy section. Happy cheating!

OUT NOW!

P2 ISSUE 22

The UK's best unofficial magazine dedicated to PlayStation2
Price: £3.50



Another month, another packed issue of P2. An exclusive interview and preview of *Mortal Kombat Deadly Alliance* is accompanied by reviews of *Medal of Honor: Frontline*, *Spiderman*, *Rally Championship* and *Smash Court Tennis* to name just four. P2 is the only magazine PS2 owners need to buy!

4X4 EVOLUTION CHEAT CODES

Pause the game to enter these codes.

All Trucks: L1, L2, R1, R2, □ x2
\$25,000: L2, □, R1, □, R1, L1, O, L2, □, R2, □, R1

Slower Game Speed: L1, L2, R1, R2, □, O

Faster Game Speed: L1, L2, R1, R2, □ x2
Normal Game Speed: L1, L2, R1, R2, O x2

7 BLADES

Extra Characters & Level Select

Complete the game and save it. When you load this game in future, you'll be able to choose which level you want to play. Also, before selecting the level you can change your character with the and buttons.

A

ACE COMBAT 4: DISTANT THUNDER

Extra Options

Complete the game and load your save file, before going to the main menu to access several new game modes.

Expert Mode

Complete the game on Hard to unlock this.

Ace Mode

To play this, the most difficult setting, finish the game on Expert mode.

AGENT UNDER FIRE

007 BONUSES

Before you can collect these not only do you have to get a Gold medal on the level but you also have to play it on 00 Agent difficulty to make them appear. Obtaining all the 007 Bonuses and achieving the target score gives you a Platinum medal.

MEDAL REWARDS

Earning either a Gold or Platinum medal on each level will net you the following rewards.

LEVEL 1:
GOLD PLATINUM
Golden GunMP Map: Rocket Manor

LEVEL 2:
GOLD PLATINUM
Golden CH-6MP Game Mode: Golden Gun

LEVEL 3:
GOLD PLATINUM

Unlimited Missiles MP Model:
Sleath Bond

LEVEL 4:
GOLD PLATINUM
Golden Accuracy MP Power-Up:
Gravity Boots

LEVEL 5:
GOLD PLATINUM
Golden ClipMP Model: Guard

LEVEL 6:
GOLD PLATINUM
Golden Grenades MP Weapon:
Viper

LEVEL 7:
GOLD PLATINUM
Lotus Esprit.....MP Model: Alpine Guard

LEVEL 8:
GOLD PLATINUM
Rapid FireMP Weapon: Calypso

LEVEL 9:
GOLD PLATINUM
Golden Armour MP Weapon: Full Arsenal

LEVEL 10:
GOLD PLATINUM
Golden BulletsMP Model: Cyclops Oil Guard

LEVEL 11:
GOLD PLATINUM
Regenerative Armour MP Model:
Poseidon Guard

LEVEL 12:
GOLD PLATINUM
Unlimited Ammo MP Model: Carrier Guard

AIRBLADE

STUNT ATTACK

Complete Story mode to unlock this mode.

UNLOCK NAOMI

Get a Grade B on the Downtown Level.

UNLOCK THE INSIDER

Get a Grade B on the Storage Level.

UNLOCK OSCAR

Get a Grade A on all levels.

UNLOCK JJ SAWYER

Get a Grade S on all levels.

ETHAN'S COSTUME C

Complete all levels in Stunt Attack mode.

KAT'S COSTUME C

Get a High Score on all levels in Score Attack.

AQUAQUA: WETRIX 2

STORY PUZZLE & VS PUZZLE MODES

Complete the Training mode to open up these options.

HIDDEN FUTURE

Unlock this by receiving a 'Master' rank in all four Puzzle mode stages.

ARMORED CORE 2

TEMPORARY UNLIMITED ENERGY

Press L2 + R2 + R3. A message appears saying 'Limiter Release'. Your energy won't go down at all for about a minute. After that, however, another message appears saying 'OB Down', which means you can't use anything that requires energy for about a minute.

PLUS UPGRADES

These are awarded when your credits fall below -50,000. Your AC will have

these upgrades built in for the next time you play...

1. Radar with 260-click range & missile display.
2. Laser Blade Wave. After a laser blade attack, press X for wave attack.
3. Heat taken from attacks reduced by half.
4. You can fire back unit weapons while standing or moving.
5. Energy used by booster and energy weapons halved. (For 6th and 7th time you won't be awarded anything.)
6. AC cooling power doubled.

OVERWEIGHT A.C.

Finish the game by completing the Phobos mission and you'll be able to use an overweight AC in Mission and Arena modes.

ARMY MEN: AIR ATTACK 2

LEVEL PASSWORDS

On the main menu, select Continue Game, then Password to enter these codes.

2△, X, △, △, △, △, O, X
3△, O, △, △, △, △, △, △
4X, △, △, △, △, △, △, △
5△, △, △, △, △, △, △, X
6△, X, △, △, △, △, △, △
7△, △, △, △, △, △, △, X
8△, △, △, △, △, △, △, X
9△, △, △, △, △, △, △, △
10△, △, △, △, △, △, △, △
11△, O, △, △, △, △, △, △
13△, △, △, △, △, △, △, △
15△, △, △, △, △, △, △, △
16△, O, X, △, △, △, △, △
18△, X, △, △, △, △, △, △
20△, X, O, △, △, △, △, △

ARMY MEN: SARGE'S HEROES 2

CHEAT CODES

Go to the code entry screen and input the following passwords:

NODIEInvincibility
GIMMEAll weapons
FREEPLAYLevel select
NOSEUMInvisibility
THDOTESTTest mode
IMHUGEHuge mode
SHORTYShort mode

LEVEL PASSWORDS

Type these passwords in at the code entry screen to play the corresponding level:

BOOTCAMPBoot Camp
DINNERDinner Table
OVERPASSBridge
COOLERRefrigerator
NECROPOLISGraveyard
CITADELCastle
MOUSETan Base
ESCAPERevenge
ESCRITOIREDesk
COTBed
BLUEBLUESPlasticville
BUYMEToy Shelf
EXPRESSCashier
LITTLEPEOPLEToy Train Town
NUKEMRocket Base
EIGHTBALLPool Table
BLACKKNIGHTPinball Machine

ARCTIC THUNDER

CHEAT CODES

Select Start at the title screen, then enter these codes at the Mode Select menu. Note: Codes have no effect in

Points and Arcade modes.

No Drones: □ x2, O x2, L1, R1, Start
Note: Re-enter code to deactivate it.
Catchup Code: O, □, O x2, □, Start
Note: Other riders catch you up easier when in lead. Re-enter code to deactivate it.
Snowball Power-Ups: □ x3, L1, O, Start
Grappling Hook Power-Ups: O x2, L2, O x2, L1, Start
Rooster Power-Ups: R1, R2, L2, L1, □, Start
Snow Bomb Power-Ups: O x2, R1, R2, Start
Boost Power-Ups: O, R1 x2, O, R2, Start
Random Power-Ups: R1, R2, □, O, R1, R2, Start

ATV OFFROAD

SECRET VEHICLE

Complete the Pro-Career to unlock the Ravage 1000 ATV, which has full stats.

EXPERT MODE

Select Pro-Career mode and enter ALLOUTAI as a name. The game will return to the main menu and be harder to beat in all modes.

ALL TRACKS

Select Pro-Career mode, then enter WHATXIT as a name to unlock all tracks.

ALL ATVS

Select Pro-Career mode, then enter CHACHING as a name to unlock all ATVs.

B

BALDUR'S GATE: DARK ALLIANCE

SECRET MODES

Completing the game will open up a new game mode - The Gauntlet. In this, you must kill everything inside the dungeon and escape within the 15-minute time limit, playing as Drizzt Do'Urden. Completing this mini-game will open up the 'Extreme' difficulty setting. Once this is complete, you can use the game you saved at the end of The Gauntlet to play as Drizzt Do'Urden outside of The Gauntlet.

CHEAT MODE

During play, hold L1 + R2 + △, then press Start. This unlocks a cheat menu with Invincibility and Level Warp options.

SUPER CHARACTER

During play, hold L1 + R2 + R3 + △, then press △. Your character will be at level 20 and have access to all feats, extra spells and 75,000 gold pieces.

Note: Your character won't advance to a higher level or gain more feats.

PLAY AS DRIZZT

Start a new game and hold L1 + L2 + R1 + R2 while selecting a character.

DUPLICATE ITEMS

Save the game, then drop the items to be duplicated from the inventory. Press Start and change your character, importing the one you just saved. He/she will have all the dropped items, with the duplicates still on the floor to be collected again.

Alternatively, save the game and use a Recall Potion to return to the Elf song

Tavern. Drop all your expensive items, then import your saved character. Collect your items and sell them. You can do this as many times as you want, but have to save each time before you import again or you'll lose the gold you have made.

RESURRECTION (MULTI-PLAYER)

If a player dies during multi-player mode, get the surviving player to return to the previous save point. Walk in the light surrounding it to resurrect the other player with all items, but only half hit points.

QUICK WAY TO BUILD UP EXPERIENCE

Kill the boss in the mines. Return to the dwarf village and save. Talk to the dwarf leader and receive 2000 gold coins and 2000 experience points. Make another save, but don't overwrite your first one. Load your first save. Import your player from your second save. Talk to the dwarf again to get more points and gold. You can repeat this as often as you like!

BATMAN: VENGEANCE

CHEAT CODES

Enter the following codes at the main menu to hear a whoosh sound.

Cheat Menu: ..L2, R2, L2, R2, □ x2, O x2

Note: Pause during play, select Power Moves (press X), then press △ to reach Cheats menu.

All Power Moves & 120 Achievement Pts:L1 x2, R2 x2, L2, R2, L1, R2

Infinite Handcuffs: □, O, □, O, L2, R2, L2

Infinite Batlauncher:.....O, □, O, □, L1, R1, L2, R2

Infinite Batarangs & Electric Batarangs:L1, R1, L2, R2

BLOODY ROAR 3

Play As Uranus

Finish Arcade mode without continuing, then beat Uranus at the end of it.

Play As Kohryu

Reach Level 5 in Arcade mode without continuing and you'll fight Kohryu. Defeat her, then go on to finish Arcade mode to unlock him.

Super Difficulty

Complete Arcade mode without continuing.

Low Speed Mode

Gain a ranking with all characters in Arcade mode.

High Speed Mode

Play Survival mode and defeat 100 opponents with a single character.

Hyper Beast Mode

Win ten fights in Arcade mode, with a single character.

Sudden Death Survival Mode

Win nine fights in Survival mode.

No Blocking Mode

Reach first place in Arcade mode.

BURNOUT

EXTRA TRACKS

Completing the championships unlocks new tracks.

Championship & Tracks Unlocked

Journeyman GPHillside Pass, Twilight Harbour, Gridlock USA

Big Run GPEuro Marathon
Euro MarathonRush Hour, Euro Marathon Ex, Midnight Run, Cliffhanger
Savage Streets GP ..Night Shift, County, chaos, Sunset River
Twilight GPUSA Marathon
USA MarathonUSA Marathon Ex.

EXTRA MODES

Unlock the following extra modes by completing championships.

ChampionshipModes Unlocked

Journeyman GPFace Off 1
Big Run GPFace Off 2, Survival, Free Run
Savage Streets GP ..Face Off 3
USA MarathonFace Off 4

C

CAPCOM VS SNK 2

Unlock Shin Akuma and Ultimate Rugal

Beat these fighters in Arcade mode to be able to play as them. You'll only find them if you play well enough, though. Use a SNK groove and you'll come up against Shin Akuma. Use a Capcom groove if you're looking for Ultimate Rugal.
Groove Edit Mode
Defeat either Akuma or Rugal in Arcade mode.

Boss Battle Mode

Unlock both Shin Akuma and Ultimate Rugal, then hold down @ and @ while selecting Arcade mode.

Extra Options

Complete Boss Battle mode.
Infinite Groove Edit Points
Complete Survival mode.

CART FURY: CHAMPIONSHIP

RACING

CHEATS

Enter the following codes at the cheat menu.

All Tracks: R1, △, X x2, R2, L1

All Cars: △, X, △, □, L2, △

Death Car: L1, □, R1, R2, L2, L1

Opponent Death Cars: L2, □, L1, R2, R2, X

Death Wall: X, □, R2, △, R1, R2

Thick Fog: R2, R1, X, □ x2, O

Big Head Mode: △, □ x2, L2, L1, R2

All FMV Sequences: L1, O, R2, X, L2, △

Infinite Continues: L1, L2, L1, □, △, O

Infinite Turbo: X x2, □ x2, L2 x2

Unlimited Time: □, L1, R2, O, △, R1

Low Gravity: R2, R1, □ x2, L1 x2

Jump: L1, L2, L1, R2, X x2

Night Drive: X, O, △, L2, R2, L1

Rocket Wheels: L1, R2, △, □ x2, △

Hidden Drivers & Cars

At the driver selection screen, press R1 to get more drivers or L1 to get more cars.

Infinite Continues

Complete Season mode to unlock the Infinite Continues option at the cheat menu.

JUMP

Complete Last Man Standing mode to unlock the Jump option at the cheat menu.

Note: This must be enabled before every race.

Always Win XG Career Mode Races:
R1 + R2 + L1 + L2, R2 + L2, R1 + R2, R1 + R2 + L1 + L2
You'll win even if you quit, lose or die.

Note: This must be enabled before every race.

Double Prize Money:
L1, L2, R2, R1, R1, L2, L1

Extreme Lap Challenge:
L1, L2, L1, R1, L1, R2, L1 + R1, L2 + R2
This will instantly start a race where you can

F

F1 2001

ART GALLERIES

Win the world championship on the four different difficulty settings to unlock the extra art galleries.

FANTASYVISION

EXTRA OPTION

Complete and save the game on the Normal difficulty setting to unlock an 'Extra' option at the main menu.

EXTRA 2 OPTION

Complete and save the game on the Hard difficulty setting to unlock an 'Extra 2' option at the main menu.

Unlock All

At the Options screen, hold L1 + L2 + R1 + R2 and then press X, $\triangle$, X, ϕ , ϕ , $\square$ to unlock everything in the game.

Save the game on Hard level to unlock the Extra 2 option at the main menu.

FIFA 2002

BONUS TOURNAMENTS

Bonus 1: Copa America
Qualify for the World Cup Finals with a CONMEBOL team to unlock the Bonus 1 tournament: the Copa America (featuring teams from South America).

Bonus 2: European Championships
Qualify for the World Cup Finals with a UEFA team to unlock the Bonus 2 tournament: the European Championships.

Bonus 3: Gold Cup
Qualify for the World Cup Finals with a CONCACAF team to unlock the Bonus 3 tournament: the Gold Cup (with teams mainly from North and Central America).

Bonus 4: Asian Nations' Cup
Qualify for the World Cup Finals with an AFC team to unlock this bonus tournament.

Bonus 5: FIFA Confederations Cup
Win the Copa America, European Championships, Gold Cup and Asian Nations' Cup to unlock this last bonus tournament.

PANINI CARDS

Win each tournament/qualification to unlock the Panini cards on the Rewards screen.

FIFA WORLD CUP 2002

SECRETS EXPOSED

There are some secret teams you can unlock by winning the World Cup. Win as a European team and you will unlock an All-European star team in friendly mode. The same goes with teams from every continent and once you have unlocked them all, you can get access to a World Star team!

G

GAUNTLET: DARK LEGACY

VIEW ALL CUT-SCENES

While the game is loading, hold X. After the copyright screen, all the cut-scenes from the game will start playing. Press X to skip to the next scene; Start to exit.

NAME CODES

Enter any of the following codes as a character's name to activate the cheat.

INVULN...Invincibility
ALLFUL...Have nine potions and keys
10000K 10,000 gold per level
XSPEED Run quickly
GCKSHT Throw quickly

SSHOTS Permanent super shot
MENAGE Permanent triple shot
REFLEX...Permanent reflect shot
EGGS11 Permanent Pojo the Chicken
1ANGEL Permanent Anti-Death
000000 Permanent invisibility
PEEKIN...Permanent X-ray vision
PURPLE Permanent full turbo
DELTA....Perm. shrink enemy & growth

ICE600...Dwarf: ice general
NUD069 Dwarf: SSM outfit
STX222 Jester: stick man, smiley face
PNK666 Jester: stick man, green Mohican
KJH105 Jester: stick man, baseball cap

BAT900 Knight: battle general
TAK118 Knight: Ninja
RIZ721 Knight: quarterback
KAO292 Knight: pigtailed & orange skirt

DARTHC Knight: black cape
STG333 Knight: bald bloke
CSS222 Knight: jeans and baseball bat

ARV984 Knight: baggy grey shirt
DIB626...Knight: blue top & baseball cap

SJB964 Knight: black, twin scythes
AYA555 Valkyrie: Japanese schoolgirl
CEL721 Valkyrie: cheerleader
TWN300 Valkyrie: town general (reaper)

RAT333 Warrior: rat head
MTN200 Warrior: mountain general (orc)

CAS400 Warrior: castle general (ogre)

SKY100 Wizard: sky general (alien)

DES700 Wizard: desert general (pharaoh)

GARM99 Wizard: Garm
GARM00 Wizard: robbed Garm

SUM222 Wizard: dungeon master

GRADIUS III & IV

FULL DOUBLE SHOT POWER-UP
Pause game and press ϕ x2, ϕ x2, ϕ , ϕ , ϕ , ϕ , $\square$, $\triangle$ to hear a sound.

Note: This only works a few times.

FULL LASER SHOT POWER-UP
Pause game and press ϕ x2, ϕ x2, ϕ , ϕ , ϕ , ϕ , X, O to hear a sound.

Note: This only works a few times.

CUBE ATTACK (GRADIUS III)

Reach Stage 9 in the game to unlock Cube Attack in Extra mode.

FIRST GRADIUS STAGE (GRADIUS III)

On Stage 10, let the boss hit you with a bullet to unlock the first Gradius stage in Extra mode.

EXTRA EDIT MODE (GRADIUS III)

Either complete the game or play for ten hours to unlock an Extra Edit option in Extra mode. This allows weapon combinations to be edited. More weapons can be unlocked for editing by completing the game a second time, or by playing for another ten hours!

BOSS RUSH MODE (GRADIUS IV)

Complete the game to unlock this.

STAGE SELECT (GRADIUS IV)

Complete the game without using any continues to unlock this.

GRAND THEFT AUTO 3

VEHICLE MISSIONS

Certain vehicles allow you to perform missions when inside them to earn extra cash. Press R3 to start them. All these missions are limited to the areas in which you start them.

Vigilante: When in a Police car or Enforcer, you can chase and kill other criminals.

Paramedic: When in an Ambulance it's possible to do a good deed and save people.

Firefighter: Being in a Firetruck allows you to perform the Firefighter missions.

Taxi Driver: When you steal a Taxi, you can do some work as a taxi driver for extra cash.

CHEAT CODES

These should all be entered during play. It will say 'Cheat Activated' in the

top left corner of the screen for every code except Increased Gore.

Tank: O x6, R1, L2, L1, $\triangle$, O, $\triangle$

Lower Wanted Level:
R2 x2, L1, R2, ϕ , ϕ , ϕ , ϕ , ϕ , ϕ

Raise Wanted Level:
R2 x2, L1, R2, ϕ , ϕ , ϕ , ϕ , ϕ , ϕ

All Weapons:
R2 x2, L1, R2, ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ

Full Health:
R2 x2, L1, R1, ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ

Full Armour:
R2 x2, L1, L2, ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ

More Money:
R2 x2, L1, L1, ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ

Destroy All Cars:
L2, R2, L1, R1, L2, R2, $\triangle$, $\square$, O, $\triangle$, L2, L1

Improved Handling:
R1, L1, R2, L1, ϕ , R1 x2, $\triangle$. Press L3 to make the car jump.

Increased Gore:
 $\square$ L1, O, ϕ , L1, R1, $\triangle$, ϕ , L1, X

Fog: L1, L2, R1, R2 x2, R1, L2, X

Overcast: L1, L2, R1, R2 x2, R1, L2, $\square$

Rain: L1, L2, R1, R2 x2, R1, L2, O

Normal Weather: L1, L2, R1, R2 x2, R1, L2, $\triangle$

Speed Up Time: O x3, ϕ x5, L1, $\triangle$, O, $\triangle$

Change Character:
 ϕ , ϕ , ϕ , ϕ , L1, L2, ϕ , ϕ , ϕ , ϕ

Pedestrians Riot:
 ϕ , ϕ , ϕ , ϕ , X, R1, R2, L2, L1

Pedestrians Attack:
 ϕ , ϕ , ϕ , ϕ , X, R1, R2, L1, L2

Pedestrians Crazy: R2, R1, $\triangle$, X, L2, L1, ϕ , ϕ

Pedestrians Fight: ϕ , R2, O, R1, L2, ϕ , L1, R1

Make Cars Invisible: L1, L1, $\square$ R2, $\triangle$ L1, $\triangle$

Slow Down Game: $\triangle$, ϕ , ϕ , ϕ , $\square$ R1, R2

Speed Up Game: $\triangle$, ϕ , ϕ , ϕ , $\square$ L1, L2

Flying Car: ϕ , R2, O, R1, L2, ϕ , L1, R1

HIDDEN PACKAGES

There are 100 packages spread over the three islands, the collection of which gives you some lovely weapons at your hideout. Each package also gives you \$1,000 and once you have all 100 you get a cool \$1million.

No. Packages Bonus Weapon

10.....Handgun

20.....Uzi

30.....Grenades

40.....Shotgun

50.....Armour

60.....Molotov Cocktails

70.....AK-47

80.....Sniper Rifle

90.....M-16

100.....Rocket Launcher

BONUS GOODIES

Flame-Thrower: Put out 30 fires on each island in the Firefighter mission to get the Flame-Thrower delivered to your hideout.

Health: Save 50 patients in the Paramedic mission and Health will be delivered to your hideout. Save 100 and Adrenaline is delivered. Complete level 16 and Infinite Run is awarded, enabling you to run without getting tired.

Police Bribe: Kill 40 criminals on each island in the Vigilante mission to get the Police Bribe delivered to your hideout.

Borgnine Taxi: Once you've delivered 100 passengers to their destination you'll be rewarded with the fast red Borgnine Taxi.

BF Injection: Once you've completed the Sayonara Salvatore mission for Asuka you'll find it outside Misty's apartment in Hepburn Heights.

Dodo: Once you begin to take missions from Donald Love, the Dodo will appear at the airport. It's a light aircraft with its wings removed. It can't fly properly but it is possible to get it in the air: the trick is to push forwards as you accelerate to get a high speed up, then pull back gently to take off.

GRAN TURISMO 3: A-SPEC PROFESSIONAL MODE
Select Arcade mode then highlight Hard on the difficulty selection screen. Hold L1 + R1 and it will change to Professional.

EASY MONEY

You need two memory cards for this trick. After you've earned about 200,000 Credits, buy a good car and upgrade it to the max. This will leave you almost broke, so save this car to the memory card in slot 2. Now return to the title screen and load your last game from slot 1. This will give you your money back and you can now go and trade the car from slot 2. The car that you just upgraded to the max will now only cost retail price.

PRIZE CARS

BEGINNER'S LEAGUE

Sunday Cup: Toyota Sprinter Trueno GT Apex

Clubman Cup: Mazda MX-5 ('93)

FF Challenge: Toyota Yaris RS 1.5

FR Challenge: Nissan Silvia K's 1800cc

MR Challenge: Toyota MR2

4WD Challenge: Suzuki Alto Works

Lightweight Cup: Mini Cooper 1.3i

Stars & Stripes: Chevrolet Camaro SS

Spider & Roadster: Mazda MX-5 1.8i

80s Cup: Mazda Savanna RX7 Infini

Race Of NA Sports: Honda CRX 1.6 VTI

Race Of Turbo Sports: Daihatsu Cuore TR-XX Avanzato R

Tourist Trophy: Audi TT 1.8 quattro

Legend Of The Silver Arrow: Mercedes-Benz SLK230 Kompressor

Altezza Race: Toyota Celica SS-II ('95 or '99)

Vitz/Varis Race: Toyota Yaris RS 1.5

Type R Meeting: Acura R-SX Type S

Honda Civic SIR-II: Honda Civic Type R

Evolution Meeting: Mitsubishi Lancer Evo IV GSR

Beetle Cup: VW New Beetle RSi

Gran Turismo World Championship: Mazda MX-5 ('89), Mitsubishi Lancer Evolution VI GSR, Nissan Skyline GT-R V spec II (R32), Toyota Celica GT-Four

AMATEUR LEAGUE

Japanese Championship: Mazda RX-7 Type Z, Mitsubishi FTO GP Version R, Mitsubishi Lancer Evolution IV GSR, Subaru Impreza Wagon WRX STi Version VI

American Championship: Audi TT 1.8t quattro, Chevrolet Camaro Race Car, Mazda RX-7 Type RS, Subaru Impreza Sedan STi Version VI

European Championship: Gillet Vertigo Race Car, Lotus Elise 190, Mini Cooper 1.3i, Nissan GT-R V spec II (R34)

Gran Turismo World Championship: Mazda RX-8, Nissan C-West Razo Silvia, Nissan Z Concept, Toyota GT-One Road Car

German Touring Car Challenge: RUF 3400S, Vauxhall Astra Touring Car, VW Beetle Cup Car, VW Lupo Cup Car

FF Challenge: TRD Celica TRD Sports M

FR Challenge: Toyota Sprinter Trueno GT Apex Shigeno Version

MR Challenge: Honda NSX Type S Zero

4WD Challenge: Mitsubishi Lancer Evo VII GSR

Stars & Stripes Grand

Championship: Spoon S2000 Race Car

Boxer Spirit Cup: Subaru Legacy B4 Blitz

80s Sports Car Cup: Nismo Skyline GT-R STune

Race Of NA Sports: Mazda RX-8

Race Of Turbo Sports: Mine's Evolution VI GSR

Gran Turismo All-Stars: Ford GT40, Honda Raybrig NSX, Mine's GTR N1 V spec, Nismo Skyline GT-R R-tune

All-Japan GT Car Championship: Honda Arta NSX, Nissan Calsonic Skyline, Nissan Lottite Zexel GTR, Toyota Denso Sand Supra

Tourist Trophy: Audi S4

Race Of Red Emblem: Nismo 400R

Legend Of Silver Arrow: Mercedes-

Benz CLK Touring Car
Altezza Race: Tom's X540 Chaser, Toyota Altezza LM Race Car, Toyota Yaris RS 1.5
Type R Meeting: Honda NSX Type R, Honda S2000, Mugen S2000, Spoon S2000
Evolution Meeting: Mitsubishi Lancer Evolution VI Rally Car
Dream Car Championship: Honda S2000 LM Race Car, Mazda RX-7 Race Car, Mitsubishi FTO LM Race Car, Subaru Impreza LM Race Car

PROFESSIONAL LEAGUE

British GT Car Cup: Aston Martin Vanquish

Gran Turismo World Championship: Ford GT40 Race Car, Jaguar XJ220 Race Car, Nismo GTR LM Road Car, Vauxhall Calibra Touring Car

FF Challenge: Spoon Civic Type R

FR Challenge: Nismo GTR LM Road Car

MR Challenge: Tommy-Kaira ZZII

4WD Challenge: Mitsubishi Lancer Evolution VII Rally Car Prototype

Spider & Roadster: Shelby Cobra

Boxer Spirit: RUF RGT

Race Of NA Sports: Pagani Zonda C12

Race Of Turbo Sports: RUF CTR2

Gran Turismo All-Stars: Dodge Viper GTS-R Concept, Nissan R390 GT-1 LM Race Car, Subaru Impreza Sedan WRX STi, Toyota GT-One Race Car

All-Japan GT Car Championship: Honda Castrol Mugen NSX, Nissan Pennzoil Nismo GTR, Pagani Zonda Race Car, Toyota SuperAutobacs Apex MR-S

Italian Avant Garde: Pagani Zonda Race Car

Race Of Red Emblem: Nissan Calsonic Skyline

Vitz/Varis Race: Toyota Altezza LM Race Car, Toyota Tom's Castrol Supra, Toyota Supra RZ, Toyota Yaris RS 1.5

Elise Trophy: Lotus Elise 190

Clio Trophy: VW New Beetle Cup Car

TVR Tuscan Challenge: TVR Griffith 500, TVR Speed 12

Dream Car Championship: Mitsubishi FTO LM Race Car, Panoz Esperante GTR-1, Toyota GT-One Race Car, Polyphony 001

Polyphony Digital Cup: Suzuki Escudo Pikes Peak Version, Toyota GT-One Race Car, TVR Speed 12, Polyphony 001

Like The Wind: Mazda 787B

Formula GT Championship Race: Polyphony 001, Polyphony 002

RALLY LEAGUE

Tahiti Challenge: Toyota Celica Rally Car

Tahiti Maze: Ford Escort Rally Car

Smokey Mountain Rally: Ford Focus Rally Car

Rally Of Alps: Peugeot 206 Rally Car

Tahiti Challenge II: Toyota Corolla Rally Car

Tahiti Maze II: Subaru Impreza Rally Car

Smokey Mountain II Rally: Mitsubishi Lancer Evolution VI Rally Car

Rally Of Alps II: Mitsubishi Lancer Evolution VII Rally Car Prototype

Super Special R5 Wet: Citroen Xsara Rally Car

Super Special Route 5 Wet II: Subaru Impreza Rally Car Prototype

ENDURANCE LEAGUE

Grand Valley: Nissan R390 GT1 Road Car, Spoon S2000 Race Car, Subaru Impreza LM Race Car, Polyphony 001

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Unlock All Skaters: YOHOMIES
Level Select:ROADTRIP

UNLOCK NEVERSOFT EYEBALL MAN

To unlock the Neversoft Eyeball Man (from the intro sequence) as a playable character, finish the Career Mode 21 times, getting 54 Goals and three Gold Medals, with all skaters.

TOP GEAR DARE DEVIL

Motion Blur
At the main menu, press $\uparrow$, $\leftarrow$, $\odot$, $\downarrow$, $\rightarrow$, $\uparrow$, $\downarrow$, $\leftarrow$, $\rightarrow$, $\odot$ to unlock this on the options screen.
Respray Car
Press $\downarrow$, $\odot$, $\uparrow$, $\downarrow$, $\rightarrow$ x2, $\uparrow$, $\leftarrow$, $\odot$ x2, $\odot$ on the main menu screen to change the colour of your car.
All Bonus Levels
On the TV screen at the club house, press $\uparrow$, $\odot$, $\downarrow$, $\rightarrow$.
All Cities
On the TV screen at the club house, press $\uparrow$, $\odot$, $\downarrow$.

TWISTED METAL: BLACK

Exchange Weapons For Health
While playing the game, hold all four shoulder buttons and press $\odot$, $\odot$, $\odot$. You'll lose your weapons, but your health will increase.
Change Weapon Display
Hold $\triangle$, then press $\rightarrow$ during the game.
Killer Weapons
Hold the shoulder buttons down while playing the game and hit $\odot$, $\uparrow$.
Invincibility
During the game, hold the shoulder buttons and press $\rightarrow$, $\downarrow$, $\uparrow$.
God Mode
Hold the shoulder buttons down while playing and hit $\uparrow$, $\odot$, $\leftarrow$, $\odot$.
Mega Guns
Press $\odot$, $\odot$, $\odot$ during the game, while holding the shoulder buttons.

U

UNREAL TOURNAMENT

LEVEL SELECT
Save game and return to main menu. Select Resume Game option, then highlight saved game and press $\odot$, $\downarrow$, $\odot$, $\downarrow$, $\odot$.

PAUSE CODES

Pause the game to enter these.
Level Skip: $\odot$, $\downarrow$, $\odot$, $\rightarrow$ x2, $\odot$, $\odot$
Invincibility: $\square$, $\odot$, $\leftarrow$, $\odot$, $\square$
Maximum Ammo: $\odot$, $\rightarrow$, $\odot$ x3, $\odot$, $\odot$

MULTIPLAYER MUTATORS

Enter each code at the main menu, then Select Multiplayer mode and turn on the desired Mutator(s).

Fatboy: $\odot$ x3, $\downarrow$, $\odot$ x2, $\downarrow$, $\odot$ x3
For every kill, you get fatter; when you get killed, you get thinner.

Stealth: $\square$ x2, $\odot$ x2, $\downarrow$ x2, $\odot$ x2
Equips the players with cloaking devices.

Big Head: $\odot$, $\rightarrow$, $\odot$, $\rightarrow$, $\odot$, $\rightarrow$, $\odot$ x3

V

VICTORIOUS BOXERS VS GAME

To make the extra boxers selectable, beat them in Story mode. Note: To unlock Eiji Date, simply replay the fight (which you had to lose originally).

EXTRA ARENAS

As with the extra boxers, simply fight and win in each arena to unlock it in Vs mode.

W

WACKY RACES

CHEAT CODES
Select Arcade mode, a car and name, then Options. Select Enter Cheat Code to enter the following codes. Activate the cheats on the Code Collection screen.
All Tracks & Challenges: chimpgiveaway

All Vehicles:monkeyspoilors

Every Gadget:gadgetclearout

Wacky Races Kids: ..thosewackykids

Dastardly Difficulty: ..fastcarsagogo

WARRIORS OF MIGHT AND MAGIC

All Weapons
During the game, press $\uparrow$, $\odot$ x2, $\uparrow$, $\odot$, $\downarrow$, $\odot$, $\downarrow$, $\odot$.

WILD WILD RACING

BETTER ENGINE
Complete Time Attack mode to unlock a better engine.

TURBO START

On the starting grid, press X just as '1' appears during the countdown procedure.

TOP SECRET CHEAT

Go to the Options screen, hold $\square$ and press $\downarrow$, $\odot$, $\downarrow$, $\odot$, $\leftarrow$, $\odot$, $\rightarrow$, $\odot$. A new 'Secret' option appears. Returning to the main menu, select Single Player game and enter

NORTHEND as a name - to hear someone say "Wild Wild Racing." Return to Options and select Secret to find a new Top Secret option. Select it to find four more options to toggle on/off: All Cars, All Upgrades, ICV (Wild Wild Whippy ice cream van) and Saucy (Cow Catcher UFO).

WIPEOUT FUSION

UNLOCKABLES

Auricom Team:Complete Franco Gonzales Challenge
EG-r Team:Complete Alex Reece Challenge
Tigron Team:Complete Sveta Kirovski Challenge
Xios Team:Complete Zala Woolf Challenge
Pirahna Team:Complete Jann Schlaudecker Challenge
Zone Challenge:Complete 30% of the game
Time Trial Mode:Complete 60% of the game

FUSION CODES

Enter these cheats in the Extras menu.
Mini Ships: $\square\square\square\square$
Infinite Weapons: $\triangle\odot\odot\square$
Retro Planes: $\times\odot\triangle\times$
Unlimited Shields: $\triangle\triangle\triangle\triangle$
Animal Ships: $\triangle\odot\triangle\times$
All Features Unlocked: $\times\triangle\odot\triangle\odot$

Enter these codes in the cheat menu on the options screen.

All Features unlocked: $\times$, $\triangle$, $\odot$, $\triangle$, $\odot$
Infinite weapons: $\triangle$, $\odot$, $\times$, $\odot$, $\square$
Infinite shields: $\triangle$, $\triangle$, $\square$, $\square$
Fast ships: $\square$, $\times$, $\times$, $\times$, $\triangle$
Retro ships: $\times$, $\odot$, $\triangle$, $\square$, $\times$
Animal ships: $\triangle$, $\odot$, $\odot$, $\triangle$, $\times$

WORLD RALLY CHAMPIONSHIP

CHEAT CODES

Go to Extras then Secrets to enter these codes.
Note: The effects only work in Time Trial mode. To disable a code, re-enter it.
Upside Down Cameras: ..onthecelling
Increased Acceleration & Top Speed: evopower
Speeded Up Co-Driver Calls:heliumaid
Underwater Visual Effect:wibblywobbly
Top Down Camera:downbelow
Removed Car Shell:thatsstupid
Flying Car In Replay:floaty/light
Psychedelic Visual Effect:imgoingcrazy

WWF SMACKDOWN!: JUST BRING IT

SECRET WRESTLERS

Unlocking the secret wrestlers requires you to play through the Story Mode of the game, making different decisions along the way. However, you must use a non-title-holding wrestler

during the story or you'll just end up defending the title.

Card 1 - Fred Durst:

Play through Slobberknocker Mode (in Specials menu of Exhibition). Choose The Undertaker as your wrestler, then successfully pin 15 or more opponents within the time limit - use the Tombstone Piledriver repeatedly ($\downarrow$ + $\odot$ in a grapple) to ensure victory.

Card 2 - Mick Foley:

During Story Mode, make the following choices:
a) Refuse the shot at the Tag Team Titles.
b) When you appear on the stage, run down to the ring and attack.
c) Win the match that Mr McMahon sets up.
d) When you're called out to the ring, show up.
e) Pick the style of match and win it.
f) Purposely lose the shot for the World Heavyweight Title at Wrestlemania.
g) Win the Hell In The Cell Match that Mick Foley sets up afterwards, to unlock him.

Card 3 - Tajiri:

During Story Mode, make the following choices:
a) Refuse the shot at the Tag Team Titles.
b) When you appear on the stage, talk trash to the wrestler in the ring.
c) Backstage with Michael Cole, tell him that you were just messing with them.
d) Head for Commissioner Regal's office (first room on the left through the double doors at the bottom of the stairs) and turn down the chance to fight for the European Title.
e) Win the match against Tajiri to unlock him.

Card 4 - Rhyno:

During Story Mode, make the following choices:
a) Refuse the shot at the Tag Team Titles.
b) When you appear on the stage, run down to the ring and attack.
c) Win the match that Mr McMahon sets up.
d) When called out to the ring, stay backstage.
e) After Michael Cole has spoken to you, talk to Earl Hebner by the drinks machine backstage - tell him to come and referee a Hardcore Title match for you.
f) Defeat Rhyno in the locker room for the Hardcore Title to unlock him.

Card 5 - Jerry Lynn:

During Story Mode, make the following choices:
a) Refuse the shot at the Tag Team Titles.
b) When you appear on the stage, run down to the ring and attack.
c) Win the match that Mr McMahon sets up.
d) When called out to the ring, stay backstage.
e) After Michael Cole has spoken to you, talk to Earl Hebner by the drinks machine backstage - say hello and ask how he is.
f) In Commissioner Regal's office, say you're not interested in any kind of title match.
g) Win the resulting 4-Man Battle Royal to unlock Jerry Lynn.

Card 6 - Spike Dudley:

During Story Mode, make the following choices:
a) Accept the shot at the Tag Team Titles.
b) Wander around backstage and approach the wrestler you want to pick as your tag partner.
c) Win the Tag matches that follow until you're put into a six-man Tag match and ask your partner who he wants as your third member.
d) Wander around backstage until you find Spike Dudley and Molly Holly in the hallway - agree to

help them.

e) Win the Tag Team Table Match.

f) Win the Tag Team Title Match that follows, to unlock Spike Dudley.

Cards 51 & 52 - Shane McMahon & Stephanie McMahon-Helmsley:

Once you've opened up ALL the other secret cards (that's 50), keep playing the Story Mode with the person currently holding the WWF World Championship. Eventually, the two McMahon children will appear and you'll have unlocked them both as playable characters.

NEW MATCH STYLES (CARDS 7-9)

While playing through the method listed above to unlock Mick Foley, you'll be presented with three different styles of match to take part in: Street Fight, Last Man Standing and Ultimate Submission. Whichever one you pick will be unlocked as a permanent option in the Specials menu of Exhibition Mode when you complete the story successfully - to unlock them all, you'll have to play through the story three times and pick a different match each time.

NEW ARENAS

Card 10 - Wrestlemania Arena
Unlock Mick Foley using the above method and you'll also unlock the Wrestlemania Arena.

Card 11 - Insurrection Arena
Play through the method listed above to unlock Jerry Lynn until you arrive in William Regal's office. When he presents you with the chance to fight for the Intercontinental Title, choose the middle option that says you're more interested in the European Title. He'll set you up with a match for the title - win that match and

the title defence that follows to unlock the Insurrection Arena.

Card 12 - New Smackdown! Arena

Play through the Slobberknocker Mode using The Rock and defeat 15 opponents or more within the time limit to unlock the brand new Smackdown! Arena. This time, you need to keep using the Floatover DOT ($\odot$ + $\odot$ in a grapple) to guarantee a pin every time.

THEATRE MODE (CARD 33)

Follow the method listed above for unlocking Mick Foley and complete the final Hell In The Cell Match to unlock the Theatre Mode - it's got trailers for both previous SmackDown! games and a short movie showing the best moments of Smackdown! recently.

OTHER STUFF (CARDS 12, 13-32, 34-35 & 37-50)

To unlock the extra CAW points, 'Unknown' Moves, new entrance music and extra items of clothing for the Create-A-Wrestler mode, you need to play through the Story Mode with a title-belt-holding wrestler. Try to stick to basic belts such as the Light Heavyweight, European or World Title as using the Tag Team or Hardcore Titles just makes winning the matches harder. You'll only have to fight one match - each time you successfully retain the title, you'll unlock one random secret from the cards numbered 13 to 50. Keep doing this until you've unlocked them all.

X

X-SQUAD

INSTANT PROMOTION

At the main menu, press the following codes to hear a sound. Start a new game and you'll have extra weapons, ammo and features depending on your rank.

Private: $\square$, $\odot$, $\triangle$

Sergeant: $\triangle$, $\odot$, $\square$

Lieutenant:R1, L2, L1, R2

Captain: $\odot$, R1, $\odot$, L1, $\triangle$, R2

Major:L2, $\square$, $\odot$, R2, $\triangle$, L1, $\odot$, R1

Colonel: $\triangle$, $\square$, $\odot$, $\square$, $\triangle$, $\odot$

General:L1 x2, L2 x2, R1 x2, R2 x2

Master Of X-Squad: .. $\odot$ x4, $\triangle$, $\square$ x4

Z

Z.O.E.

ALTERNATE ENDING MUSIC
Complete the game on any difficulty and get an A rank on all five rescue missions. You'll now get to hear some different music during the end credits sequence.

FULL HEALTH & AMMO

Pause game and press L1 x2, L2 x2, L1, R1, L1, R1, R2, R1 to hear a noise. Your health and ammo will be replenished. However, note that each time you use the code, your level is reduced by one.

VERSUS MODE CHEAT

At the title screen (with 'Press Start Button') press $\odot$, X, $\rightarrow$, $\leftarrow$, $\rightarrow$, $\leftarrow$, $\rightarrow$, $\downarrow$ x2, $\downarrow$ x2 to hear a sound.

VERSUS MODE (NORMAL)

Complete the game (on any difficulty) to unlock Versus mode with five frames and most stages. Complete the game again (on any difficulty) to unlock the remaining two frames and stages.



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will all speak in Japanese.
KANE INTRO
 Hold Select on pad 1 when the game is loading. Kane will appear and tell you about his illustrious acting career.

COVERT OPERATIONS

Input the password: COVERTOPS

ALL PASSWORDS GDI

- 2 EstoniaIY2E4RGPK
- 3 LatviaVMMNUIJFZP
- 4 Poland1NXZDC3MK
- 4B PolandLHGLH19AI
- 4C BelarusLHY8GYVDS
- 5A GermanyW1N457LJ4
- 5B UkraineDXL3NYYNNO
- 6 Czech Rep1MVDOPIM
- 7 Czech RepOX3CS3D4G
- 8A AustriaVMMJ8FPQOH
- 8B SlovakiaAAY1YZS9J
- 9 HungaryCSGUQJ7AQ
- 10A SloveniaZ6J3CUD9V
- 10B RomaniaW574110XPJ
- 11 GreecePZB2VGGKQK
- 12A AlbaniaDM8628IO
- 12B BulgariaLV03SMF6F
- 13 YugoslaviaYM3XIOE25
- 14 YugoslaviaVMMJ08COHG
- 15A BosniaGTJ2PV460
- 15B Bosnia4QLR9NRLA
- 15C BosniaC9R90JSTO

GDI SPECIAL OPS

- 18PHJTYIP1
- 2SZ4VH2ERY
- 3878FR0G1M

GDI COVERT OPS

- BlackoutGT1BEQHY8
- Hell's FuryBPH1RPW9W
- InfiltratedSHDZUI8D
- Elemental ImpBPZAI13P
- Ground ZeroGT1TAEFX9
- Twist Of FateC9R0GNZGU
- BlindsidedW15VEC3SQ

NOD

- 2A EgyptC99FAKXW8
- 2B EgyptKDTXP9WPE
- 3A SudanEDT4L5SD
- 3B SudanJF8S9WVWM
- 4A ChadJY2RPNBOL
- 4B Chad4QHTTEY4B
- 5A MauritaniaW15DASRS8
- 6A Ivory Coast9QYUCB63B
- 6B Benin208F7432R
- 6C NigeriaQ0WRYGFVX
- 7A GabonGTJKVQJDK
- 7B CameroonDX3AUJ6VQ
- 7C Cen Afr RepC9R67C70W
- 8A ZaireDH1YFSC2C
- 8B ZaireGTJKE8W7B
- 9A EgyptY4UMW1NWE
- 9B Egypt3NUDSOKI1

NOD SPECIAL OPS

- 1OLXRCJOY5
 - 20305MO802
- NOD COVERT OPS**
 Bad Neighbourhood...C99XGL0D9
 DeceitSHVQLLFOX
 The Tiberium Strain...W1N4V4TK8
 Cloak & Dagger...C99FJ8DM5
 Hostile Takeover...C99F1ABW8
 NOD Death Squad...0LFD03T25
 Under Siege: CSC...457E1D682

COMMAND & CONQUER: RED ALERT

CHEAT CODES

Using either a joystick or mouse, bring the side-bar up by pressing Δ or clicking on it. Then using the $\square$ button or right mouse button, click on the following TEAM ICONS.
A-Bomb Launch: $\square \times \square \square \square \square \Delta$
Win The Battle: $\square \square \square \square \square \Delta$
Instant Cash: $\square \square \square \square \square \Delta$
Turn Ore Into Men (Link-Up Only): $\times \square \square \Delta \square \times$
Remove Shroud: $\Delta \square \times \square \square \square \square$
Time Warp: $\Delta \square \square \square \square \square \times$
Parabombs: $\square \times \square \square \times \Delta$
Turn Ore To Pints Of Beer: $\square \square \square \times \square \square \times \square \square$

SOVIET PASSWORDS

- Level 217DUXFJ6C
- Level 3VMBWVQ02B4
- Level 4XN37MCCSO
- Level 5LH06FZZOL
- Level 6BUVV2OLFV
- Level 7AVVQ1IOYA8
- Level 8LZJZTMOAN
- Level 9YQX4C9G6H
- Level 101QES08LE0
- Level 11RKPOUOXJA
- Level 12CDUKYL7Q4
- Level 138T5G6DK25
- Level 14X5CDEKN8

ALLIED PASSWORDS

- Level 2LZ9SV0NVK
- Level 33AH5VCCYQ
- Level 4XG3VC9XJ1
- Level 5DV795VOEE
- Level 617DCPZ2Z8
- Level 790BAZDHP3
- Level 89000DSR5H
- Level 9SR80SSOT
- Level 105S0SL9GZ8
- Level 11HFZNFE4HS
- Level 125RNZK2IA4
- Level 133AS0QJCS0
- Level 1459EWSK6G1

Level 15M3102QMBV

COMMAND & CONQUER: RETALIATION

CHEATS

Cheats are activated by pressing Δ to bring up the side bar, then $\square$ on the appropriate TEAM ICONS. If you get them wrong, you may have to reset the game for another try.

1,000 Credits

$\times \square \times \square \square \square \square \square$

A-Bomb

$\square \times \square \square \square \square \square$

Chronoshift

$\square \square \square \times \square \square \square$

Iron Curtain

$\square \times \square \times \square \Delta \Delta$

Reveal Full Map

$\Delta \Delta \times \square \square \Delta \square$

Parabomb

$\times \square \times \square \square \square$

Named Civilians

$\square \square \square \square \square \Delta \Delta$

Money Turns Into People

(Link-Up Only) $\square \square \square \square \square \times \square$

Instant Victory

$\square \square \square \times \square \times \square \square$

AREA 51

If you play Skirmish or Link-Up on map 51, all your units change and have different abilities.

TOUGH TECHNICIANS

Select Skirmish Mode and choose any settings you want. Now select map 41. All Technicians on this level will have special powers. The blue shirts have Tesla Power at their fingertips. The green shirts activate a nuke when ordered to attack.

ANT MISSIONS

To get the ultra-hard giant ant missions, you must complete either the Allied or Soviet disc. Save the game, then go to the Option screen and change difficulty to the hardest setting. Return to the Campaign screen and you'll be able to fight against the sugar-stealing horde.

CONTRA: LEGACY OF WAR

CHEATS

Enter all these codes at the title screen.

Stage Select: L2, R1, L1, R2, $\square$, $\times$, $\square$, R2, L2

Weapon Select: L2, R2, L1, L2, $\square$, $\times$, $\square$, L2

Unlimited Continues: L2, R2, L1, R1, $\square$, $\times$, $\square$, L2

Movie Player: L2, L1, R1, R2, $\square$, $\times$, $\square$, L2

Bamboo Arcade: R2, R1, $\square$, $\times$, L1, L2

Bamboo Gyrrus: L2, L1, $\square$, $\times$, R1, R2

SFX Browser: R2, R1, L1, L2, $\square$, $\times$, $\square$, L2

Sound Test: R2, R1, L1, L2, $\square$, $\times$, $\square$, L2

9 Lives: L2, R2, L1, R1, $\square$, $\times$, $\square$, L2

Note: During play, press Δ + $\square$.

COOL BOARDS 2

PLAY AS ALIEN & SNOWMAN

Complete all 100 moves in Master mode; then set all records in Freestyle mode. Alternatively, achieve a score of at least 40.0 on the Half Pipe course.

PERVY OUTFITS!

Highlight the Big Air option on the main menu and press: $\square$, R1, $\square$, R1, $\square$, R2, $\square$, R2, $\square$, R2, R1, $\square$, $\times$, R2, R2.

When you go to the character select menu (apart from in Competition mode), Cindy will be wearing a skimpy leather outfit while Irin dons a school uniform. You can alter the outfits by pressing $\times$ and moving $\uparrow$ or $\downarrow$.

PLAY AS THE BOSS

Complete Mirror mode in first place.

BONUS BOARDS

Enter Freestyle mode with all the tracks selected. Now set the top record for all the tracks.

MIRROR MODE

Complete Snowboarding Combined mode and enter the options screen. Press Select on controller 2, then press R1 + $\square$ at the mode selection screen.

COOL BOARDS 3

ALL TRACKS

Select Tournament mode and enter WONTALL as a name. You'll hear "Cheater!"

ALL BOARDS & BOARDERS

Select Tournament mode and enter OPEN_EM as a name. You'll hear "Cheater!"

BIG HEAD MODE

Select Tournament mode and enter BIGHEADS as a name. You'll hear "Big head mode."

CONTROL REPLAY

Hold $\square$ during a replay to switch to slow motion; hold $\square$ to pause the replay.

COOL BOARDS 4

UNLOCK ALL MOUNTAINS, BOARDS & RIDERS

Enter ICHEAT as your name.

UNLOCK SPECIAL EVENTS

Enter IMSPECIAL as your name.

PLAY AS FAST EDDIE

Beat Trickmaster mode on Rookie level.

PLAY AS CRUSTY

Finish the special stage in Japan with 100%.

PLAY AS MARS

Beat Trickmaster mode on Veteran level.

PLAY AS BEAR

Get safely to the bottom of the Avalanche stage (Vermont special).

PLAY AS FAST EDDIE

Complete Rookie level on Trickmaster to unlock Fast Eddie.

PLAY AS A BEAR

Break every record in France and complete the special event to unlock the Bear.

PLAY AS A SNOWMAN

Break every record in Japan and complete the special event to unlock the Snowman.

MYSTERY CHARACTER

Complete the Colorado Tournament with Jimmy Hallip. You'll hear someone say "Cool Man" to confirm it's worked.

CRASH BANDICOOT

SUPER PASSWORD

At the main menu enter the Password screen. You'll notice that there is only one line: don't fret, because as soon as you enter the first two triangles it will expand to three. It gives access to any level, 100% complete score, both keys and all gems.

$\Delta \square \Delta \Delta \times \square \Delta \square \Delta \Delta$

$\Delta \square \Delta \times \Delta \square \Delta \Delta$

$\Delta \square \Delta \square \Delta \times \square \times$

CRASH BANDICOOT 2

EXTRA SHIELD

When Crash dies, press $\square$ + $\square$. When he reappears he'll be equipped with a mask.

RETURN BOUTS

If you wish to fight the bosses again, stand on the relevant pad and press L1 + R1 + L2 + R2 + Δ , then tap $\square$.

BONUS LIVES

In the second warp room (level 6-10), jump on baby polar bear's head for ten extra lives.

CRASH BANDICOOT: WARPED

SPYRO THE DRAGON DEMO

At the title screen, press $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$.

INSTANT UKA UKA

During play, press Δ + $\square$ + $\times$ + $\square$. Note: This only works on the PAL version of the game and may only be done once per life.

SECRET LEVEL 31 (HOT COCO)

Go to Level 14 (Road Crash) and start the race as normal. Halfway around the track you'll see a strange 'Alien Crossing' sign on the left side of the road. Ride into it and knock it down to be warped to Level 31.

SECRET LEVEL 32 (EGGIPUS REX)

Go to Level 11 (Dino Might) and use the Yellow Gem platform. Continue until you're chased by the giant triceratops. When you come to the SECOND pterodactyl, allow it to capture you, warping you to Level 32.

SPECIAL COMPLETION (105%)

When you collect all the Gems and Artefacts from the two extra secret levels (the Artefacts must be at least Gold or Platinum), you'll have completed 104% of the game.

Return to the main warp room and walk up to Coco (who's standing next to the SAVE GAME screen) and another Clear Gem will appear. If you grab this, you'll be treated to a short fireworks display and finish the game with 105% status.

CRASH BASH

SPYRO: YEAR OF THE DRAGON DEMO

At the Sony Computer Entertainment Europe Presents' screen, hold L1 + R1 + $\square$ and press Start.

CRASH TEAM RACING

SECRET CHARACTER CHEATS

On the main menu, hold L1 + R1 to enter any of these codes, to hear a sound. The secret characters will be selectable in Versus, Arcade, Time Trial and Battle modes.

Penta Penguin: $\square$, Δ , $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

Ripper Roo: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

N Tropy: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

Papu Papu: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

Komodo Joe: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

Pinstripe: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

OTHER CHEATS

At the main menu, hold L1 + R1 and enter any of the following codes, to hear a sound.

Scrapbook: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

Bonus Tracks: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

Invisibility: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

Get Invisible Pick-Up: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

Infinite Masks: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

Infinite Bombs: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

Infinite Wumpa Fruit: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

Super Turbo Pads: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

Display Turbo Counter: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

Spyro 2 Demo: $\square$, $\times$, $\square$, $\times$, $\square$, $\times$, $\square$, $\times$

EXTRA BATTLE ARENAS

Complete Arcade Mode on Easy, Medium and Hard to get all the cups. You can now select four new battle arenas.

COLOURED CUPS

To win each of the coloured Gem Cups (Red, Green, Blue, Yellow and Purple), collect all four of the same-coloured Coins when playing in Adventure mode.

SECRET CHARACTERS

To unlock the secret characters without cheating, do the following.

N Tropy: Finish 'Roo's Tubes' Time Trial.

Ripper Roo: Collect Red Gem Cup.

Papu Papu: Collect Green Gem Cup.

Komodo Joe: Collect Blue Gem Cup.

Pinstripe: Collect Yellow Gem Cup.

Fake Crash: Collect Purple Gem Cup.

UNLOCK TURBO TRACK

Pick up all Coins and all five Gems.

CRIME KILLER

LEVEL PASSWORDS

2 $\square \square \square \times \Delta \square \square \square$

3 $\square \square \square \square \square \square \square \square$

4 $\square \square \square \square \square \square \square \times$

5 $\Delta \square \square \square \square \square \square \Delta$

6 $\Delta \square \square \square \square \square \square \times$

7 $\square \square \square \square \square \square \square \square$

8 $\square \square \square \square \square \square \square \times$

9 $\times \square \square \square \square \square \square \square$

10 $\square \square \square \square \square \square \square \square$

11 $\square \square \square \square \square \square \square \square$

12 $\square \square \square \square \square \square \square \square$

13 $\times \square \square$

press $\triangle/\square$ to switch between them.

FADE TO BLACK

CHEAT CODES

Ignore all 'Invalid Code' messages when using them. First, go to the Password screen and enter the...

Cheat Activation Code: $\square \triangle \square \times \square \triangle$
Now leave the Password screen and re-enter it to input any of these codes:
Play All Movies: $\square \times \square \triangle \square \times$
Infinite Shield: $\square \times \square \triangle \square \times$
Invincibility: $\square \times \triangle \square \square \square \square \square$
Level Select: $\square \square \square \times \square \square \square$

FEAR EFFECT

CHEATS

Go to the Options screen and select Credits. While the credits are rolling, enter any of the following codes. If entered correctly, the screen will flash red and you'll also hear a gunshot firing.

Infinite Ammo:
L1, $\triangle$, ϕ , ϕ , $\times$ 2, $\triangle$, $\square$, ϕ , $\triangle$
No Fear (infinite health):
L1, $\triangle$, ϕ , ϕ , $\times$ 2, $\triangle$, $\square$, ϕ , $\triangle$
One-Shot Kills:
L1, $\triangle$, ϕ , ϕ , $\times$ 2, $\triangle$, $\square$, ϕ , R1
Super Ammo (ammo pick-up x2):
L1, $\triangle$, ϕ , ϕ , $\times$ 2, $\times$ 2, R1, R2
Harder Enemy:
 ϕ x3, $\triangle$ x3, $\square$, ϕ , ϕ
Instant Puzzle Solution:
L1, $\triangle$, ϕ , ϕ , $\times$ 2, ϕ x3, ϕ

FEAR EFFECT 2

CHEAT CODES

Once you've completed the game, check your memory card and load the new file created. Start a new game and, as soon as you gain control of Hana, check the left wall for a special panel. Input the following codes there to activate these great cheats.

Code **Cheat Effect**
10397 Big Heads
11692 All Weapons
61166 Infinite Ammo

SECRET GALLERIES

Enter each of these codes on the title screen of the relevant disc. Select Options, then Extras to find the unlocked art gallery.
Disc 1: ϕ , ϕ , ϕ , ϕ x2, O
Disc 2: ϕ , ϕ , R1 x3, $\square$
Disc 3: L1, R2, L1, R2, L1, $\square$
Disc 4: O x2, $\square$, $\square$, $\square$

FELONY 11-79

ALTERNATE CAMERA VIEW

For a long-distance view, hold Select and press $\triangle$ during play.

ALL VEHICLES

Have two controllers plugged in but no memory card. On the main menu, on controller 2, hold $\triangle$ and quickly press R1 + R2 + L2 together [then release, while still holding $\triangle$]. R2, L2, R1. If it's worked you'll hear a rumbling sound. You can now select all the extra vehicles.

FIFA '97

ALTER SHADOWS

Start a match, then go to the instant replay mode. Hold R1 and press ϕ/ψ to change the size of your players' shadows. Exit out of the replay and continue.

MOTTY PLAYING

Go to John Motson or the EA crew play football, go to a friendly match, choose the USA league and select Dallas or New York.

MOTTY SINGING!

Select track 6 on audio CD player.

FIFA ROAD TO WORLD CUP '98

UNLIMITED PLAYER ATTRIBUTES

On Player Edit Screen, press L1, L2, $\times$, $\square$. For infinite points to allocate skills.

INFINITE MONEY

From the main menu, select Customise Squad, then Team Edit. Pick any club and press $\square$, $\times$, $\square$, L2, L1. You can now highlight the club's money and alter it. Change it to a minus number and you'll have infinite money to spend on transfers.

Note: Once you've altered your money, don't toggle the Shirt/Shorts/Socks or it'll return to the original amount.

BIG KICKS

At the team selection screen quickly press R1, L1, ϕ , ϕ , ϕ . When you play a match, the kicks will go higher and further.

Note: This only works in Friendly, Road To World Cup, League, and Training modes.

FIFA 2002

BONUS TOURNAMENTS

On Player Edit Screen, press L1, L2, $\times$, $\square$. For infinite points to allocate skills.

From the main menu, select Customise Squad, then Team Edit. Pick any club and press $\square$, $\times$, $\square$, L2, L1. You can now highlight the club's money and alter it. Change it to a minus number and you'll have infinite money to spend on transfers.

Note: Once you've altered your money, don't toggle the Shirt/Shorts/Socks or it'll return to the original amount.

BIG KICKS
At the team selection screen quickly press R1, L1, ϕ , ϕ , ϕ . When you play a match, the kicks will go higher and further.

Note: This only works in Friendly, Road To World Cup, League, and Training modes.

FIFA 2002

BONUS TOURNAMENTS

On Player Edit Screen, press L1, L2, $\times$, $\square$. For infinite points to allocate skills.

From the main menu, select Customise Squad, then Team Edit. Pick any club and press $\square$, $\times$, $\square$, L2, L1. You can now highlight the club's money and alter it. Change it to a minus number and you'll have infinite money to spend on transfers.

screen. However, you have to unlock them by winning cups and leagues. Here are a few to be going on with - we'll bring you the rest soon.
Big Melon (Easy)
Win the European Champions' Cup to unlock it. This cheat gives all the players big heads.
Crazy Ball (Easy)
Win the FIFA Trophy to unlock it. This cheat makes the ball move in a crazy way whenever you lob it [press $\square$].
Stay N Play (Medium)
Win the European Championships to unlock it. There are no more throw-ins as the ball always rebounds from the touchline.
They All Fall Down (Medium)
Win the Copa America to unlock it. If your team keeps possession for too long they'll all fall down.

Eye Catcher (Medium)
Win the Gold Cup to unlock it. Turn this one on for a giant ball!

FIFA WORLD CUP 2002

SECRETS EXPOSED

There are some secret teams you can unlock by winning the World Cup. Win as a European team and you will unlock an All-European star team in Friendly mode. The same goes with teams from every continent and once you have unlocked them all, you can get access to a World Star team!

THE FIFTH ELEMENT

CHEAT MENU

Press L1, L2, R2, R1, Select at the main menu - a sound will confirm correct code entry. Select New Game and a cheat menu will appear with level select, unlimited lives & shield, all weapons & items, along with the FMV sequences.

FIGHTERS' IMPACT

ALTERNATE COSTUMES

Highlight a fighter on the character selection screen. Then hold O + $\square$ and press Start.

SMALL CHARACTERS

Highlight a fighter on the character selection screen. Then hold ϕ + $\times$ + O and press Start.

DEFORMED CHARACTER

Push Select x10 at the title screen. A chime confirms correct entry.

PAPER CUT-OUT STYLE CHARACTERS

Push ϕ x10 at the title screen. A chime confirms correct entry.

STICK FIGURE CHARACTERS

Push ϕ x10 at the title screen. A chime confirms correct entry.

HIDDEN CHARACTERS

Complete the game four times to unlock the four hidden characters.

FIGHTING FORCE

CHEAT MENU

Hold ϕ + $\square$ + L1 + R2 at the main menu. 'Cheat Mode' will appear at the bottom of the screen. Go to the options screen and you'll now be able to select invincibility and any stage you want to play.

FIGHTING FORCE 2

CHEAT MODE/LEVEL SELECT

Hold L1 + L2 + R1 + $\triangle$ + $\times$ + ϕ (all together) on the first Press Start screen. You'll hear a sound and be taken to the main menu. Now when you start a game you'll be taken to a level select screen. Choose your level and your character will be invincible and have unlimited ammo.

Note: You can't save game when cheat is active.

FIGHTING FORCE 2

CHEAT MODE/LEVEL SELECT

Hold L1 + L2 + R1 + $\triangle$ + $\times$ + ϕ (all together) on the first Press Start screen. You'll hear a sound and be taken to the main menu. Now when you start a game you'll be taken to a level select screen. Choose your level and your character will be invincible and have unlimited ammo.

Note: You can't save game when cheat is active.

FINAL DOOM

CHEATS

Pause the game to enter these codes.

All Weapons, Ammo & Keys: $\times$, $\triangle$, L1, ϕ , ϕ , R2, $\times$ 2
Invincibility: ϕ , L2, $\square$, R1, ϕ , L1, ϕ , O
Level Warp: ϕ , $\times$, R2, R1, ϕ , L1, O, $\times$
X-Ray Vision: L1, R2, L2, R1, ϕ , $\triangle$, $\times$, ϕ
All Maps Plus Objects: $\triangle$ x2, L2, R2, L2, R2, R1, O
All Maps: $\triangle$ x2, L2, R2, L2, R2, R1, $\square$

LEVEL PASSWORDS

02LB173PWPM
03ZSNDHQW820
04KS5VZH4RK8
05J670JKGJG
065VJTM00V64
074FHDW39X35
08W9NRG2W820
09C958ZKCRKH
10WPHGH1V712
11C1670JBQJG
12W7L1J0Y102
13K394TB8MFC
14YBPQH1V712
15F867JJBQJG
16WXJCL88V64
17CXK1W3PRCPM
18WYKBM57V53
19CY2V4NBGNL
20WVGFNA4Y46
21CVZ5MTFMP
22WVWHD39X35
23CW0XGSLDLN
24W1DHQ40I8
25ILQ7W26WY
26W2FGR3Z97
27C2Y2BSLGSQ
28WZBK8S6281
29HXZ5VMFMP
30OYHD33X35

FINAL FANTASY VII

ALL ENEMY SKILLS

Star/Enemy Skill/

Learnt From/Location

01/Frog Song/Touch Me/Gongaga
02/L4 Suicide/Mu/Chocobo Farm Area
03/Magic Hammer/Razor Weed/Western Continent
04/White Wind/Zemzelet/Junon District
05/Big Guard/Beach Plug/Costa Del Sol Beach
06/Angel Whisper/Pollen Salitas/North Crater
07/Dragon Force/Dark Dragon/North Crater
08/Death Force/Adamantaimai/ West Continent
09/Flame Thrower/Ark Dragon/Mythril Mine
10/Laser/Death Claw/Coral Prison
11/Matra Magic/Custom Sweeper/Midgar Area
12/Bad Breath/Molbor/Gaia's Cliffs
13/Beta/Midgar Zolom/Chocobo Farm
14/Aqualung/Harpy/Coral Prison Area
15/Trine/Materia Keeper/Nibel Mountains
16/Magic Breath/Stilve/Frozen Mountains
17/?????Jersey/Nibelheim Mansion
18/Goblin Punch/Goblin/Goblin Island
19/Chocobuckle/Chocobo/Any Tracks
20/L5 Death/Parasite/North Crater
21/Death Sentence/Bound Cut/Zango Valley
22/Roulette/Death Deale/North Crater
23/Shadow Flare Weapons/Dragon Zombie/North Crater
24/Pandora's Box/Dragon Zombie/North Crater

BARRET LUCKY SEVENS CHEAT

Get Barret to level 70 and equip him with the Missing Score and Wizard Bracelet, then give him the following material: 5 x HP plus (1 star), Summon Phoenix (2 stars), Time (2 stars), Barrier (2 stars), Full-Cure (2 stars), Destruct (3 stars). You may then equip Barret with as much yellow materia as you wish as this doesn't affect his hit points.

Using this combination, Barret will get a HP score of 7,777, which will allow him to inflict 7,777 damage as a strike.

REFILL HP

Cast Regen-All on your party, then quickly open the PlayStation lid when all opponents have been defeated. The game will be unable to load the victory screen and may glitch while the HP for each party member fills. After everyone is at full health, close the lid to resume the game.

TRIPLE MAGIC

Give all characters Reflect status, then cast any attack spell on all three. The spell will bounce three times into the enemy, each with the attack power of a full spell.

FINAL FANTASY VII

TEST ANSWERS

01:YNNYYNNYYN
02:YNNYYNNYYN
03:NNYYNNYYNN
04:YNNYYNNYYN
05:NNYYNNYYNY
06:YNNYYNNYYN
07:YNNYYNNYYN
08:NNYYNNYYNN
09:NNNNNNNNYY
10:NNNNNNNNYY
11:YNNYYNNYYN
12:NNYYNNYYNN
13:YNNYYNNYYN
14:YNNYYNNYYN
15:YNNYYNNYYN
16:YNNYYNNYYN
17:YNNYYNNYYN
18:YNNYYNNYYN
19:YNNYYNNYYN
20:YNNYYNNYYN
21:YNNYYNNYYN
22:NNYYNNYYNN
23:YNNYYNNYYN
24:YNNYYNNYYN
25:YNNYYNNYYN
26:YNNYYNNYYN
27:YNNYYNNYYN
28:YNNYYNNYYN
29:NNYYNNYYNN
30:YNNYYNNYYN

FINAL FANTASY IX

BLACKJACK CARD GAME

Complete the game and sit through the ending. When 'The End' appears on screen, press R2, L1, R2, R2, ϕ , $\times$, ϕ , O, ϕ , $\triangle$, L2, R1, R2, L1, $\square$ to hear a noise (like you're selecting an item). Now press Start to play a bonus Blackjack card game.

FIRO & KLAUD

PASSWORDS

Back AlleyMOODIN
Back StreetMOONPG
Back Street BMOONPGEON
Back RoofSNUFFKN
Main StreetLITTLE MI
Main Street BLITTLE MO
Vinnie's Scrap YardSOUP DRAGON
Vinnie's Scrap Yard BSUPER DRAGON

FORD RACING

ALL CARS

Start a new career and enter GIMMIEGIMME as a name.

INVISIBLE CAR

Start a new career and enter MARK MARTIN as a name. Go to the first race in the KA series, do the qualifying and then start the race. Your car will now be invisible.

FORMULA 1

CHEAT CODES

On the Race Qualify screen [Practice/Qualify/Race] in a Single Race, hold Select to enter the following codes quickly. A message will appear to indicate it's worked.

Bonus Track: ϕ , $\times$ 2, $\triangle$ x2, O, ϕ , ϕ
Now start the current race and abandon it.

Choose a Single Race in Arcade Mode again and, when you reach the Circuit Select screen, flick through the tracks to find the Grand Champion Bonus Track - in the shape of an F1 car!

Lava Mode: $\square$, O, ϕ , ϕ , ϕ , ϕ , $\times$
Buggy Mode: ϕ , ϕ , $\triangle$, O, ϕ , ϕ , $\square$, $\triangle$
Bike Mode: ϕ , ϕ , O, $\triangle$, ϕ , ϕ , $\square$, $\triangle$
Gibberish Mode: ϕ , O, ϕ , ϕ x2, O, ϕ , $\square$ x2

This cheat totally garbles the commentary, making Murray Walker talk gibberish.

German Mode: ϕ , ϕ , ϕ , ϕ , $\square$, O, $\times$

Spanish Mode: $\triangle$, O, ϕ , O, $\triangle$, O, ϕ , O, O

MODE MIXING

Most of the cheat modes can be combined. For instance, you can have buggies racing in the fiery Lava Mode, as long as you enter the latter code last.

FORMULA 1 '99

SECRET MODES

Enter each of these codes as a high score name in Grand Prix mode. The quickest way to achieve this is to finish in the top six of a 5-lap Single Race on the 'Easy' skill level.

Rings Race: RINGS

Start Grand Prix mode again and the new mode will appear at the bottom of the menu. In this mode you simply have to collect as many gold rings as you can in the time limit.

Safety Car Race: SAFETY
Start Grand Prix mode again and the new mode will appear at the bottom of the menu with Single Race, Championship and so on.

Night Race: NIGHTS
Start a Quick Race to see the Monaco Nights track.

FORMULA KARTS

BONUS TRACK

Enter the password WOODSTOCK.

EXTRA KART

Enter the password CHIPPIE.

FORSAKEN

CHEATS MENU

On the main menu, press ϕ , ϕ , ϕ , ϕ , $\times$. Now select Cheat Options from the bottom of the Options screen.

FREESTYLE SCOOTER

CHEAT MODE

Start a 1P Circuit game and press Start to pause during play. Then press ϕ , ϕ , ϕ , ϕ , ϕ , ϕ x2 to see a message at the top of the screen.

Now all the arenas and riders will be selectable.

FROGGER

INFINITE LIVES:

Press pause then tap ϕ , $\square$, ϕ , $\square$, $\times$.

ACCESS ANY LEVEL

Press pause then tap ϕ , $\square$, ϕ , $\square$, R1, L1, R1, L1, O.

FRONT MISSION 3

RETAIN ALL SKILLS

After beating the game with either Emma or Alisa, wait for the credits to finish rolling. You'll then be given the option to save your game. Do so. Now when you play through the game again, you'll keep all the skills you learned on your way through the first game.

WONDER WANZER

After completing Mission 46, get online and make your way to the ArmouredK site.

Search BBS three. At the end of the board is the code 555XKR224. Make a note of it.

Head for the Auspend Garbage Pit. Examine the infernal driver. Key in the code and you'll be sent the Hoshun MK112, along with a pretty tasty laser. Tack these two together and upgrade all the way to get one of the best units in the game.

FUTURE COP: LAPD

PASSWORD CHEATS

Enter these via the Password option found on either the Crime War or Precinct Assault zone selection screen.

DISYRISFLYAll missions completed (in current mode)
DITIFISLFLAll missions completed and locked.

DYPYFASRHRAll missions completed. All Easter Egg weapons.
SIFRGYBERRNo missions completed. Invincibility allowed.

SYMRGGBRRLNo missions completed. All Easter Egg weapons.
DYSIFASRHYAll missions completed and locked. All Easter Egg weapons.

DYTFASUHLAll missions completed and locked. All Easter Egg weapons. Invincibility allowed.

PAUSE CHEATS

Press Start to pause mission, then Select to bring up the Options menu. Highlight 'Volume Sound FX' and enter one of the following codes. Then highlight 'Quit' and select 'Yes' - if the code was entered correctly, the options will flash once instead of quitting. You can then resume play. Note: Remember to be careful when entering each code, as if you get it wrong you'll quit the game!

Reload Shields: $\square$ Select, O, $\times$
Reload Gun: $\square$, O Select, $\times$ Select, $\times$, O, $\square$
Reload Heavy: O, $\times$ Select, ϕ , O, $\times$ Select, ϕ

Reload Special: $\square$ Select, $\square$, O Select, $\times$ Power Up Gun: O x3, $\times$ x3, O Select
Power Up Heavy: ϕ x3, O, $\times$, O, $\times$
Power Up Special: $\square$, O, $\square$ Select, $\times$, $\square$, O
Invincibility: O x2, Select x2, O Select, $\times$, $\square$
Add 200 Points (Precinct Assault):

OTHER EFFECTS

The following three codes are also entered on the password screen:

- SUPACAM – new camera angle
- BENIHILL – high-speed traffic
- WOOVVO – police siren

G-POLICE 2

ALL SECRETS

Enter UTOPIA as a password to unlock all 15 bonus missions, FMV sequences, music test, and art gallery.

LEVEL SELECT

Enter PUNTH as a password to unlock all 30 standard missions and Credits sequence.

LEVEL PASSWORDS

From the Options screen, select Password to input any of these codes. In fact, if you enter the one for Level 30, you'll be able to choose any level on the start screen.

- 2OCTOPI
- 3BRAINS
- 4FINGER
- 5BANANA
- 6JUNGLE
- 7VOODOO
- 8SQUEAK
- 9DUNDEE
- 10TEAPOT
- 11BUTTER
- 12INDIGO
- 13STROUD
- 14ELKIR
- 15LIQUID
- 16STAPLE
- 17SHIRTS
- 18APPLES
- 19GADGET
- 20TANUKI
- 21SALAOS
- 22DUFFCO
- 23PHONES
- 24ASSERT
- 25OXYGEN
- 26JOYPAD
- 27ACTIVE
- 28MENACE
- 29WINDOV
- 30AGENDA

GRAND THEFT AUTO

SUPERCHEATS

Enter the following player names to enable a host of goodies.

BSTARO

All weapons, unlimited ammo, level select, 99 lives, armour, get out of jail, coordinate display, maximum wanted level, 5x bonus.

THESHIT

All weapons, unlimited ammo, level select, 99 lives, armour, get out of jail, 5x bonus.

MADEMAN

All weapons, unlimited ammo, level select, armour, get out of jail.

GROOVY

All weapons, unlimited ammo, armour, get out of jail.

CHEAT CODES

Enter the following player names to enable various cheat effects.

- TURFAll cities
- EATTHISMaximum wanted level
- BLOWMEDisplay coordinates
- CHUFFNo police
- WEYHEY9,999,990 points
- SATANLIVES99 lives
- EXKREMTx5 multiplier

GOD CHEAT

Enter Your name as HANGTHEJ and you can follow the red arrows to view all the endings.

FREE CAR BOMB

Even if you have no money, you can still get a car bomb fitted. Just drive into the shop and when the bloke says you haven't got enough money, he'll still have given you the bomb!

GRAND THEFT AUTO: LONDON

CHEAT CODES

Enter one the following player names at the character screen to activate the corresponding cheats:

- TOOLEUPAll weapons, full ammo, Get Out Of Jail Free Card, x3 Armour
- SIDEBURNx5 Bonus Multiplier
- DONTMESSAll weapons, full ammo, unlimited Flamethrower, unlimited Machine Gun, Get Out Of Jail Free Card, x3 Armour, Coords, x99 Lives, x5 Bonus Multiplier, 9,999,990 points.
- GETCARTER All levels opened, all weapons, full ammo, unlimited Flamethrower, unlimited Machine Gun, Get Out Of Jail Free Card, x3 Armour, Coords, x99 Lives, x5 Bonus Multiplier, x4 Wanted Level
- PENTHOUSEFirst 3 levels
- READERWIFEAll levels opened
- FREEMANSAll levels opened, all weapons, full ammo, unlimited Flamethrower, unlimited Machine Gun, Get Out Of Jail Free Card, x3 Armour, x99 Lives, x5 Bonus Multiplier
- MCVICAR99 Lives
- BIGBEN9,999,990 points
- SWEENEYCoordinates
- OLDBILLx4 Wanted Level
- GRASSNo cops
- MAYFAIRFirst two levels
- RAZZLEAll levels opened

GRAND THEFT AUTO 2

CHEAT CODES

Enter the following as a player name for these effects. Also if you want to change radio stations, tap forward when driving.

- ITSALLUPSelect any level
- NAVARONEAll weapons
- MUCHCASHExtra cash
- LIVELONGInfinite energy
- LOSEFEEDSNo police
- DESIRESMaximum wanted level
- HIGHFIVEMultiplier x5
- BIGSCORE10 million points
- NOFRILLSDebug mode
- WUGGLESDisplay coordinates

CHEAT FUNCTIONS

Enter WUGGLES as your name and start the game (to see coordinates at the top of the screen). Now plug a pad into port 2 and press the following buttons to cheat away: For \$100,000, press $\square$. To instantly clear your wanted level, press $\circ$. To toggle your popularity with each gang, press L1 or L2 or R1 (each one controls a different gang).

GRAN TURISMO

ARCADE MODE

Extra Tracks (Easy Mode)

To reveal an extra four tracks (Autumnring, Deep Forest, SS R5, and Grand Valley Speedway) you need to win all three classes (A, B & C) on the first four tracks: High Speed Ring, Trial Mountain, Grand Valley East, and Clubman Stage 5.

Extra Cars (Easy Mode)

As you complete each new track, you'll receive an extra car dealer:

- Autumn RingToyota
- Deep ForestSubaru
- Special Stage Route 5Dodge
- Grand ValleyTVR

Arche Mode Ending Movie (Normal Mode)

In order to open up the ending credits, you need to win all eight tracks on all three classes.

GT Hi-Fi (Hard Mode)

The final bonus item in Arcade is this higher resolution mode.

GRAN TURISMO MODE

GT Hi-Fi

By winning the Gran Turismo World Cup you'll open up the GT Hi-Fi option – instead of receiving a car.

To view the choice of tracks, click the 'Next' button within the Special Events selection – to the right of the endurance races.

GRAN TURISMO 2

SUPER LICENCE

Earn all the standard licences and you'll unlock the Super Licence option on the licence test menu.

EVENT SYNTHESIZER RACE

Earn the Super Licence to unlock the random 'Event Synthesizer' race in the GT League.

ALL TRACKS – ARCADE

Obtain all the licences, including the Super Licence, to reveal all the tracks on the Arcade disc – where you'll also get access to the Super Class cars.

ENDING CREDITS – ARCADE

Finishing the Arcade Mode will unlock the Arcade disc ending credits.

ENDING CREDITS – GT

Complete the Gran Turismo League to open up the ending credits for the GT disc. To view them, swap to the Arcade disc and look in the Goodies section.

INSTANT LICENCES

If you completed the licence tests on the original Gran Turismo, and saved them to memory card, you don't have to do them again. In Gran Turismo 2, go to the main menu on the GT disc and choose the last option (Transfer or Communication). You can then load your saved game from the original Gran Turismo title.

GRINCH, THE

MINI-GAMES

These three games are unlocked by squashing presents and are located on the upper level of Mount Crumpet...

- Spin 'n' Win: Squash 750 gifts
- Pankamania: Squash 1,500 gifts
- Copter Race Contest: 2,500 gifts

BIKE RACE

Complete 100% of game and squish 3,000 gifts to unlock this. The entrance is behind the backcase in the workshop with the sleigh.

GRIND SESSION

ALL TRICKS

Start any level in Tournament mode, pause game, then quickly press ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ . You'll hear a 'ker-ching' sound and a message will appear saying 'All tricks enabled'.

PLAY AS MASTER AO

Using any character, get all the keys, photos and coins in both wings of the dream house to unlock Master Ao.

GUNSHIP

INVULNERABLE MODE

At the loading screen (helicopter pic) after you get your mission orders, press and hold L1 + L2 + R1 + R2 for the entire load time.

When the mission begins, you'll see the word 'CHEAT' in the top left corner.

HARRY POTTER & THE PHILOSOPHER'S STONE

SPECIAL ENDING

Collect all 17 Famous Witches & Wizards Cards (including three by collecting all the bonus gems in each bank vault run) to get a special ending. Harry receives an extra card with his own name on it and plays a game of Quiddich against Slytherin.

HARD EDGE

SECRET COSTUMES

After the game has been completed, you'll get to choose additional costumes for all of the characters. To access this cheat simply load up the finished save game from your memory card and start a new mission. Go to the character select screen. Select the Arms option and the characters' new togs will be displayed. Each character has three costumes to choose from and a new secret weapon. The latter can be obtained when you complete the game for the third time.

HARRY POTTER & THE PHILOSOPHER'S STONE

SPECIAL ENDING

Collect all 17 Famous Witches & Wizards Cards (including three by collecting all the bonus gems in each bank vault run) to get a special ending. Harry receives an extra card with his own name on it and plays a game of Quiddich against Slytherin.

HERCULES

LEVEL PASSCODES

L2: Serpent, Medusa, Coin, Medusa
L3: Centaur, Hercules Silhouette, Minotaur, Archer
L4: Centaur, Coin, Serpent, Hercules Silhouette
L5: Coin, Gladiator Helmet, Lion, Soldier
L7: Gladiator Helmet, Pegasus, Hercules Silhouette, Archer
L8: Soldier, Coin, Lightning Bolt
L9: Medusa, Soldier, Centaur, Pegasus
L10: Soldier, Lightning Bolt, Soldier, Centaur
View All Movie Clips: Pegasus, Soldier, Centaur, Soldier

HEXEN

CHEAT OPTION

Enter the options screen from the main menu and select 'Pad Config'. Hold R2 and press ϕ , ϕ , ϕ , ϕ , ϕ at the pad config screen. A sound will confirm correct entry. Begin playing and pause. Use the 'Cheat' selection from the menu to access God mode etc.

THE HIVE

PASSWORDS

Choose 'Load Option' from the main menu and when the game tells you that it can't find any files, the Passwords option will appear.

- 2IV73
- 3AMQ3
- 4NGH3
- 5ZNQ3
- 6VWQ3
- 7HC13
- 81EZ3
- 9UVM3
- 10TZ93
- 11UGQ3
- 122QJ3
- 13KL53
- 142XS3
- 1581H3
- 168HU3
- 17J5V3
- 18VIH3

HOGS OF WAR

ALL MOVIES

To gain access to all the FMV scenes, use the password PRYING PIGS as your team name. If you use WATTA PORK as your team name you can access an additional scene.

SECRET TEAM

To access the secret team known as 'Team Lord', use the following password as your team name: MARDY PIGS.

ALL COMMANDOS

Start a One Player game and enter WATTA PORK (where '.' = space) as your team name. Start the mission to see the bonus video. Exit and start a Multi-Player game. Put all four players on, choose any level and change the rank of all hogs on each team to paratrooper. Start the game and, after the video (which you can skip), it'll go back to a One Player game. All your hogs will now be Commandos.

HOT WHEELS

CHEAT CODES

Enter all the following codes on the main menu. A reversing sound will confirm entry.

Unlimited Turbos:

R2, L1, $\square$, Δ , R1, L2, L1, R2

Small Cars:

$\square$, R2, L2, Δ , L2, R2, $\square$

Large Tyres:

$\square$, Δ , $\square$, R1, R1, L2, L2

Flat-Shaded Graphics: L1, R1, L2, R2, L1, R1, L2, R2

Strange Commentary: R2, R1, L2, R2, $\square$, Δ , L1, R1

Tow Jam Truck:

$\square$, L1, R1, L2, R2, $\square$, Δ
Go to Cars selection menu to find the new Tow Jam tow-truck.

HYPER FORMATION SOCCER

100% FITNESS

Choose the exhibition mode. Before the start of the match, select Team Condition. On this menu, press ϕ , ϕ , ϕ , ϕ , ϕ , $\square$.

EXTRA TEAMS

On the main menu, hold R1 + L1 + ϕ + $\square$ and press Δ then X to hear two sounds. Two extra teams can be chosen (Master and Human).

IMPACT RACING

DISCO FEVER

After completing the game, you're rewarded with a clever extra feature: the Virtual Jukebox! This lets you take out replace the game disc with any music CD and watch a load of coloured patterns on screen, reacting in time to the beat. Press Select to see the music info and left/right to change tracks. To go to the jukebox from the start, input 'JOURNEYS END' on the password screen.

Extra special passwords can be found by completing the game on each skill level.

LEVEL PASSWORDS

As passwords are only given upon completing bonus levels, they're extremely precious. Here are few to get you started.

000G4KBOM04Q

Level 2, AR12, Double Laser

1MAT5XCE30IL

Level 4, AR12, Missiles

0ZMAGKDS00HG

Level 8, AR12, Quad Laser

000G73BK26XK

Level 2, Destroyer, Double Laser

01F96MBWA79K

Level 3, Destroyer, Missiles

02M04CCLQ84A

Level 5, Destroyer, Quad Laser

03HVAZDCMDU2

Level 7, Destroyer, Firewall

DEBUG MODE

Enter RABBITBADGER on the password screen to make 'Debug Mode' appear at the bottom of the main menu. This enables you alter the time limits, number of power-ups, enemy intelligence, and even switch the track type for each level.

PASSWORD CHEATS

Enter these as passwords.

Full Weapons:ALL.TOOLEDUP

Bonus Levels:ALL.TOOLEDUP

Invincibility:I.AM.IMORTAL

Infinite Weapons:LOADSOFSTUFF

Final Level:ENDGAMELEVEL

INCREDIBLE CRISIS

BIG HEAD MODE

During play, press ϕ or ϕ on pad 2.

FLAT MODE

During play, press ϕ or ϕ on pad 2.

FUNNY SOUND EFFECTS

During play, pressX, Δ , $\square$ or ϕ on pad 2.

THE INCREDIBLE HULK

PASSWORDS

Medium/Easy

Medium/Hard

Castle/7000F630A/

60080FB85/80100F8401

Ice/AQ000A35F/

90080ACDA/80100A5626

UF0s/C00001075B/

B008019FD4/0010012B50

Maestro/30000D68BD/

F01005616D/010005F9E8

INDEPENDENCE DAY

NAME CHEATS

Enter the following player names (where '.' = space) for various cheats.

MR. HAPPYPlane select

FOX, ROXCity select

LIVE, FREE.....Invincibility option

GO, POSTAL.....Fast Reload, Damage

Bonus & Weapons options

GODZILLAKill Civilians & Wingman options

TOURISTExtra options

DAB, DABCheat mode

PASSWORDS

Easy:

Washington.....DBKHN

New YorkGBKHV

ParisLHSHV

MoscowNLSHV

TokyoR3JD

Oahu.....TS9HV

Las Vegas.....Z9SHV

Mothership.....399HG

Medium:

Washington.....DBKMO

New YorkGBKMX

- ParisLLSMX
- MoscowNL9MX
- TokyoR39NF
- Oahu.....TS9MX
- Las Vegas.....Z99MZ
- Mothership.....399MH

Hard:

Washington.....DBKQO

New YorkGBKQX

ParisLLSQX

MoscowNL9QX

TokyoR39RF

Oahu.....TS9QX

Las Vegas.....Z99QZ

Mothership.....399QH

INDY 500

EXTRA MENU ITEM

Choose any track and make Spider win. Choose 'No More Races' and when the 'Update Characters?' option appears, say yes and let it update Spider - but when it comes to Dwayne, take out the card and press Cancel. Now go to Test Drive and load up Spider.

IN-GAME CODES
During a race, enter these codes without pausing, to hear a beep

Big Bounce: ◊, ◊ x2, ♡, ♡, ♡, ♡, ♡, ♡ x2
Double Speed: ◊, ♡, ♡, ◊, ◊, ◊, ◊ x4
Slow Down CPU Vehicles: ◊, ◊, ◊, ♡, ♡, ◊, ◊, ◊ x2

Behind Car Camera: ◊, ◊, ◊, ◊, ◊, ◊, ◊, ◊
Floating Objects: ◊, ◊, ◊ x2, ◊, ◊ x2, ◊, ◊ x2
Half-Speed Opponents: ◊, ◊, ◊, ◊, ◊, ◊, ◊, ◊ x2

Change Car To Object: ♡ x2, ♡ x2, ♡ x2, ♡ x2
 ◊ x2

Re-enter code to change the object.

DEBUG MODE
During the race, press:
 ◊, ♡, ♡, ♡, ◊, ◊ x2, ◊, ◊ x2
 A beep will indicate it's worked. You can now do several things...

Select + ◊ - Quit the race and automatically win it.
 Select + ◊ / ♡ / ◊ - Camera angle
 Select + L2 / R2 - Camera zoom
 Select + ◊ - Turn player's car into CPU drone
 X + ◊ + ◊ + ◊ - Blow up all cars

TANKS ON ALL TRACKS
 Enter TANKS4ME as a character name. A noise will indicate the cheat's worked and you can now re-enter the player's proper name.
 Note: If you try to use the tanks on the water, they'll keep exploding!

HEAT NAMES
 Enter the following codes as a player name: A sound will confirm correct code entry.

CATLIVES Nine lives in 1 Player mode
 GIMMEALL All tracks in Multiplayer mode
 3LIVES Three lives in Multiplayer mode
 NOTANKS No tank weapons in Multiplayer mode
 WINTERY Snow during trophy win
 CONFETTI Revert to confetti during trophy win

TURBO START
 Start to accelerate just before the second beep. If timed correctly, you'll begin the race with a turbo start. The phrase 'turbo start' will appear to confirm it's worked.

RACING SHADOW
 Go to the game options, select 1 Player Mode, pick any character, and enter his/her name as 'TANKS4ME'. Then press 'OK' twice and choose Time Trial Challenge. When it's loaded, press Start and enter the Big Bounce cheat: ◊, ◊ x2, ♡, ♡, ♡, ♡, ◊, ♡ x2. Quit the game and answer 'yes' to 'play another challenge. Below your picture it'll say 'cheat mode active'. When the race begins, your shadow will drive away on its own!

MISSION: IMPOSSIBLE

CHEAT CODES
Select Load Game to enter these special passwords. Ignore 'Bad Password' response.

BIONICJUMPER.....	Super Jumps
SCAREDTIFFE	Disable AI

GOODTAMMYWAY Turbo Mode
INTIREDTODAY Slow Motion Mode
SEECOOMOVIE View FMV
TTOFSECRET Programmer's
Message

MISSION CODES

2 Subpen Area	ABEMJQLNVTGP
3 Russian Embassy	OGLIESHVRLL
4 KGB Warehouse	OGRFSTJMJNI
5 KGB HQ	EHNJNJVWRJMF
6 Security Hallway	GDPISJOWUAN
7 Underground Sewage Plant	GQHHSJWVRML
8 Security Hallway	GQGFISKTLMAJ
9 KGB HQ	IGCJMJMVMBRL
10 Russian Embassy	IGDSJNNTOMCI
11 IMF HQ	JUNJMNUNHCJ
12 IMF HQ	JMGNPHNKOSCM

14	CIA Rooftop.....	PMGKPUPKQSDM
15	CIA M/frame Computer ..	PJGNUPHQNNDJ
16	CIA Rooftop	KEJPPUSRKEE
17	Waterloo	HDGGFPKQMOBC
18	Train	IGILGPNLMYBO
19	Train	HDGFTKQMOBC
20	Train Roof	IGJDTGLMYBO
21	Lundkvist Base	NGHSMGGTXMGI
22	Tunnel	MOEQEJGVXVJH

23 Wheelchair.....WIKRTHSSVWD
24 Gunboat.....AFQMJJQVPTG

MONSTER TRUCKS

CHEATS

Enter these on the main menu. The cheats need to be re-entered every time you race.

Tail Trucks: L1, R2, L2, R1, ♡
No Damage: ♡ x3, ♡, ♡, L1, R2
Super Grip: ♡, L1, R2, R1, ♡, R2 x3
Extra Strength: L2, ♡, ♡, ♡, ♡, R2
Checkpoint Lift: L1 x2, R1 x2, L2 x2, R2 x2
Note: Only works for Endurance races. Press

MORTAL KOMBAT 3

PLAY AS SMOKE

During the opening demo, wait until the Rayden screen appears, then rotate the joystick 360° clockwise until the 'Ultimate Kombat Kode' prompt appears. Quickly enter the kode Dragon - MK - Dragon - Goro - Skull - Goro, by pressing R1, Δ x 6, X x 6, O x 9. You'll hear Shao Kahn say "Outstanding!"

and a message will appear. Now the hidden robo-ninja Smoke is a selectable character in the one- and two-player modes.

SECRET CHEAT MODE

During the opening demo, quickly press X, O, △, R1 x2, R2 x2, R1 x2. You'll hear Shao Kahn say, "You'll never win!" Now press Start. When the stone block appears with the word "Kombat" in red, press Up to access a secret cheat menu...

Free Play: Infinite credits available in the one-player mode.

Smoke: activates him as a playable character.

Fatality Time: turn it off for infinite time to perform fatalities.

Level Select: turn it on and you'll be able to choose any stage – including the Hidden Portal – from a menu at the bottom of the screen after you choose your fighter.

One Round Match: when it's on, fights will last just one round.

One Hit Death: when it's on, the first player to strike will automatically win the round.

ALTERNATIVE CHEAT MODE

If you're having trouble accessing the secret cheat mode, here's a simpler version. During the opening demo, press X, L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Death" options.

RANDOM SELECT

To choose your fighter at random, either player must hold △ + Start together. Ensure that Player 1's selection square is on Shang Tsung and Player 2's is on Liu Kang.

KOMBAT KODES

When the Vs Screen appears, there are six boxes at the bottom of the screen that are your doorway to a multitude of hidden secrets. The following codes indicate how many times each player should quickly press □, △, and O. Eg for Super Run Jumps (321-789), Player 1 must tap □ x 3, △ x 2, O x 1; while Player 2 taps □ x 7, △ x 8, O x 9.

321-789	Super Run Jumps
722-722	Combos Disabled
555-556	Special Moves Disabled
688-433	Fast Uppercut Recovery
024-689	Super Endurance Mode
390-390	P1/2 Inflicts Half Damage
975-310	Power Bars Regenerate
040-040	Real Kombat
040-100	Throwing Disabled
020-020	Blocking Disabled
707-707	P1/2 Quarter Energy
033-033	P1/2 Half Energy
987-123	No Life Bars

MORTAL KOMBAT 4

KOMBAT KODES

When the Vs Screen appears, there are six boxes at the bottom of the screen that are your doorway to a multitude of hidden secrets. The following codes indicate how many times each player should quickly press □, △, and O. Eg for Free Weapon (111-111), Player 1 must tap □ x 1, △ x 1, O x 1; as must Player 2.

111-111	Free Weapon
100-100	Throwing Disabled
444-444	Armed & Dangerous
666-666	Silent Kombat
050-050	Explosive Kombat (last hit causes loser to explode)
222-222	Random Weapons
123-123	No Power (start off with very little energy)
555-555	Many Weapons
060-060	No Rain (on the Wind World stage)

002-002	Weapon Kombat (both players never drop weapons)
012-012	Noob Saihot Mode
020-020	Red Rain (on the Wind World stage)
010-010	Max Damage Disabled
110-110	Throwing & Max Damage Disabled
011-011	Kombat Zone: Goro's Lair
022-022	Kombat Zone: The Well
033-033	Kombat Zone: Elder Gods
044-044	Kombat Zone: The Tomb
055-055	Kombat Zone: Wind World
066-066	Kombat Zone: Reptile's Lair
101-101	Kombat Zone: Shaolin Temple
202-202	Kombat Zone: Living Forest
303-303	Kombat Zone: The Prison
313-313	Kombat Zone: Ice Pit
001-001	Unlimited Run
321-321	Big Head Mode

CHEAT MENU

Step 1: In a 2-Player game, enter the Kombat Code '302-213' at the Vs screen, then quit game.

Step 2: At Options menu, highlight 'Versus Screen' and hold Block + Run until Cheat Menu appears.

PLAY AS GORO

Step 1: Finish the game using Shinnok as your character.

Step 2: At the character select screen, choose the 'Hidden' icon. Move up to Shinnok with your now-invisible cursor, and choose him using Block + Run – and you will find that you have actually chosen Goro as your character.

Note 1: In a 2-Player game, only one player can be Goro – whichever performed Step 1 first.

Note 2: To play as Goro in Group mode, first complete Step 1. Now in Group mode – on Shinnok's turn – choose Hidden, then select Goro the same way

you would choose Shinnok in Step 2.

PLAY AS NOOB SAIBOT

Step 1: Finish the game using Reiko as your character. Then in a 2-Player game, enter the 'Noob Saihot Mode' Kombat Kode, then quit the game.

Step 2: At the character select screen, choose the 'Hidden' icon, then move up to Reiko with your now-invisible cursor, and select him using Block + Run – you will have actually chosen to play as Noob Saihot.

Note 1: In a 2-Player game, both of you can be Noob Saihot.

Note 2: To play as Noob in Group mode, first complete Step 1. Now in Group mode, on Reiko's turn, choose Hidden and then select Goro the same way you would choose Reiko in Step 2.

PLAY AS MEAT

Step 1: In a 2-Player game, keep selecting the 'Group' icon and win 15 matches with it. You will now have played as all 15 of the regular characters.

Step 2: Choose anyone on the character select screen – you'll have actually chosen Meat.

Note: If you have completed Step 1 of the cheat to Play As Goro, access Meat with the above two steps before going on to Step 2 of the Goro cheat. You will now be able to play as Goro using the Meat mode.

STAGE SELECT IN 1-PLAYER GAMES

Step 1: Go to the Practice Menu and select the stage that comes before the one you'd like to play.

Step 2: Start Practice and Quit. When you go to start a 1-Player game, you'll start off at your desired stage.

MORTAL KOMBAT MYTHOLOGIES:

SUB-ZERO

PASSWORDS

Urns Of Vitality Aplenty – NXC/VSZ
Start At Fortress – ZCHRRY
(Boosts your experience to 20,000.)
A Millennium Of Lives – GTBTHR
Look At The Credits – CRVDTs
Wind Level – THWMSB
Earth Level – CNSZGS
Water Level – ZVRKDM
Fire Level – JYPPHD
Prison Level – RGTKCS
Bridge Level – QFTLVN
Fortress Level – KJKNZT
FIGHT CHINNOK
If you get killed before you reach a checkpoint, hold L1 during your death throes. When you reappear you'll find yourself face to face with ChinnoK.

MORTAL KOMBAT: SPECIAL FORCES

CHEAT MODE

Enter the Options menu and select Game Settings, then press △, L1, L2, R1, R2, □, O to hear a sound. You can now activate Cheat mode on the Game Settings menu. This gives you all weapons with maximum ammo and reserve ammo, two large medipacks and maximum experience.

Alternatively, complete the game on Medium or Higher difficulty and save your position. Select Game Settings on the Options menu and enable the cheats. Load or start a new game to begin with 999 ammo, all weapons, and all combos.

MORTAL KOMBAT TRILOGY

ACCESS THE ? SCREEN

Go to the options screen and highlight any of the four boxes. Hold L1 + L2 + R1 + R2 and then hold △. If you've done it correctly you'll hear a 'boom'. You can now access the '?' in the options screen.

CHOOSE YOUR BACKGROUND

On the character select screen, highlight Sonya and hold Start, then press △. If done correctly, you will hear a low exploding sound. After you choose your character, you will find that you also get to choose the background which you fight on.

SHAO KAHN'S TREASURE CHEST

After you beat Shao Kahn, you can choose a symbol.

Box 1:	Character Endings
Box 2:	Fight Chameleon
Box 3:	MK1 Classic Endurance Kombat
Box 4:	MK2 Classic Endurance Kombat
Box 5:	Random Prize
Box 6:	Fatality Demo 1
Box 7:	Fatality Demo 2
Box 8:	Fatality Demo 3
Box 9:	Super Endurance Kombat (All Females & Robot Ninjas)
Box 10:	Battle With Shokan Champions (Bosses)
Box 11:	Mega Endurance Kombat (All Ninjas & Chameleons)
Box 12:	Supreme Fatality

QUICK EXIT

Exit a game in the middle of any match by pressing Start, then Select.

PLAY AS CHAMELEON
Select Human Smoke, Ermac, Classic Sub-Zero, Scorpion, Noob Saihot, Rain or Reptile. Before the round starts, hold △ + HP + HK + RU + BL. Chameleon now has the abilities of the same-colour ninja he morphs into.

CLASSIC CHARACTERS
There are two MK1 and MK2 characters to find. To reveal all four of them, press Select on the appropriate character to reveal their previous incarnation. The characters are:

MK1 Kano, MK1 Rayden, MK2 Kung Lao and MK2 Jax.

RANDOM SELECT

Press △ + Start at the select character screen, when the default players are highlighted.

CRISPY!

If you hold both run buttons after you do the stage fatality on Scorpion's Lair, you can hear Shao Kahn say "Crispy". If you hold both punch buttons, Dan Forden will pop out and say "Crispy". You can hold both run buttons and both punch buttons to hear both say "Crispy".

FROSTY!

Sometimes Dan Forden says "Frosty" instead of "Toasty", allowing you to freeze an opponent when he's in danger.

PIT FATALITIES

Here is a list of pits and what to do for those spectacular fatalities.

Pit 1: Uppercute

Pit 2: Perform the Stage Fatality

Pit 3: Perform the Stage Fatality

Dead Pool: Hold LK + LP + △ then tap HP

Kombat Tomb: Perform Stage Fatality

Shao Kahn Tower: Perform the Stage Fatality

Subway: Perform the Stage Fatality

MOTO RACER

CHEATS

Enter these codes on the title screen.

Pocket Bike Mode: △, R2, L2, △, R1, X

Reverse Mode: △, R2, L2, △, R1, L1, △, X

Enable All Ten Tracks: △ x2, △, R2, L2, △, X

Enable All Ten Tracks (Reversed): △ x2, △, R2, L2, △, X

Night Races: △, O, L1, △, R2, L2, △, R1, X

All Opponents Race At 50 km/h: △ x3, O, L1, O, L2, △ x2, X

Ultra-Boosted Bike: △ x3, △, R1, △, R2, △ x2, X

Victory Movie: O, △, O, △, O, △, L1, △, R2, X

Credits Movie: O, △, O x2, △, O, △, △, △, X

MOTO RACER 2

MIRROR MODE

Win the Gold trophy in the Super Bike Championship to open up the Mirror Mode – available for Practice and Single Races.

REVERSE MODE

Win the Gold trophy in the Moto X Championship to open up the Reverse Mode – available for Practice and Single Races.

ULTIMATE CHAMPIONSHIP

Win the Gold trophy in all three Championships (Super Bike, Moto X and Dual Sport) to open up the Ultimate Championship.

CHEAT CODES

Enter them on the main menu – the screen should flash '2', but remain on the menu. Note that re-entering a code will turn off the cheat.

Superbike Championship Completed: △, △, △, △ x2, L1, R1, X

This gives you the Mirror Mode (on Practice/Single Race track conditions).

Moto X Championship Completed: △, △, △, △ x2, L2, R2, X

This gives you the Reverse Mode (on Practice/Single Race track conditions).

Dual Sport Ch'Ship Completed: △, △, △, △ x2, □, O, X

If you've entered the previous two cheats, this activates the Ultimate Championship.

Mirror & Reverse & Ultimate

Championship: R2, L2, △, △, △, △, O, □, X

Rather than entering the three codes above, you can get the same effect with this one.

Automatic Championship Win: R2 x3, L2 x3, △ x2, △, X

This works for the first three championships. It puts you straight to the last race – just complete it (in any position) and you'll have won the championship!

Slow Opponents: O, □, △, △, L1, R1, X

Big Jumps (Bike): △ x2, △ x2, △ x2, △ x2, □, △, X

Ultra Fast Bike: △ x3, △, △, △, X

Display Credits Movie: O, △, △, R1, L2, L1, R2, □, O, X

When you select 'Start' from the menu, the credits will roll.

MOTORHEAD

SPECIAL CODES

Note: None of these cheats can be deactivated without resetting. Also, no high scores may be entered while a cheat mode is still active.

Select Options and then Code to enter the following passwords.

COVRULES – Unlocks Div 2 cars and tracks.

FRAGTIME – Unlocks Div 1 cars and tracks (including Div 2).

TURBOMOMS – Unlocks Nobby Hills (including Div 2 and 1).

LASTDOVE – Unlocks all cars and tracks.

INSANITY – Changes the demo-mode to 3 minutes, 8 cars, including weird colour effects and fast camera-outs.

SOFTHEAD – Activates in-game motion blur (frame-rate will be locked to 25fps).

SUPERCAR – Sets camera high above car.

CREDITS CHEAT
On the Credits screen, hold L1 + L2 + R1 +

R2 + □ + O to display the credits with demo-scene names instead of real names.

HIGH-SCORE NAME

Enter SH4 as a name on the high-score list. This replaces the Credits screen with a secret scrolling message.

IN-GAME CHEATS

Gold Bridge: Coloured Smoke
At the gas station, drive backwards around the gas pumps three times within 20 seconds. You need to pass outside the door with a speed of at least 40km/h.

Red Rock: Fast Car
You need to go to the 'dead end' at the beginning of the long straight: within 30 seconds from start, and there go backwards at over 20km/h.

Neocity: Team Pics
Before the long hill before you reach the cinema and the disco, drive through the wall on the first house to the left to find pictures of the team.

Atlantika: Jumping Cars
You need to go from the alley to the left of the road outside the Atlantika Central Station building to the left corner on the right side of the building within 20 seconds. The cars will jump around in that funky way!

Ruhrstadt: Jeepy Cars
Stand outside The Black Lotus club (close to the door) for 15 seconds.

Olympus: External View
Stand on hill-bridge for 10 seconds.

Nobby Hills: Low Gravity
Fly into the left garage door with Digital Illusions signs. Your speed needs to be at least 75 km/h.

MTV SPORTS: PURE RIDE

SECRET CHARACTERS
Achieve these feats to unlock extra characters and FMV sequences.

Oakey: Complete all Specialist Halfpipe events.

Bones: Complete all Specialist Slopestyle events.

Pecker: Complete all Specialist Big Air events.

Brad Schuffele: Be first in Etnies Thirty-Two Cup in Tour Challenge mode.

Marc Montoya: Be first in Swiss Army Open in Tour Challenge mode.

Blaise Rosenthal: Be first in Sims Invitational in Tour Challenge mode.

Michele Taggart: Be first in MTV Sports Finals in Tour Challenge mode.

MTV SPORTS: SKATEBOARDING

ALL UNLOCKED

Enter PASWRD as a name in Lifestyle mode to unlock all boards, parks, costumes and skaters.

MTV SPORTS:

TJ LAVIN'S ULTIMATE BMX

BONUS LEVELS
Play the TJ's Backyard level and get the key (found near the old van) to unlock the Warehouse Rock bonus level. Once you've done this, go to the blue halfpipe. There is a second key above the pipe that unlocks yet another bonus level.

THE MUMMY

BONUS CODES
Start a game, then pause and quit the game. Select Replay Level, then Bonus Game Modes. On the next screen, select Enter Code to input any of the codes below. The cheats will appear in the list above, where they can be toggled on/off.

Bonus Level: △, X, △, O, □, △, O, X

All Weapons Available: O, □, O, X, △, △, □

Infinite Lives: O, X, △, O, X, □, □, X

Unlimited Ammo: X, △, X, △, O, □, △

Invincibility: △, X, O, O, □, △, △

MUPPET MONSTER ADVENTURE

CHEAT CODES
Enter these on the main menu ('Start New Game' etc) to get a funny sound.

Note: If you quit the game, the codes are cancelled, so you'll have to re-enter them before starting another game.

Unlock All Levels: △ x2, □, △ x2, O, △, △, O

Level Select In Main Menu: R2 x4, R1, L1 x3, R1, R2

Invincibility: L2, R2, R1, L1, R2, L2, R2, R1, L1, R2

Ballistic Chicken Weapon: □ x2, O, □, O x2, △ x2, O, □

Toggle Debug Info: △, △, R2, □, △, R1, △, △, L2

Unlock All Gallery Items: □, △, O, △, △, △, □, △, O, △

Note: You need to have a saved game on the memory card to access the Gallery option from the main menu.

Infinite Sub-Game Time: L2, R2 x2, △, L1 x2, R1, △, △

Note: Gives you infinite time for all the sub-games, such as the sunflower game on the first level.

Tunnel Soak Test: L2, L1 x2, R1, R2 x3, □, △, △

Note: A bit of a pointless code. Robin just gets stuck in the level loading tunnel.

ALTERNATE ENDING SEQUENCE
Get a 100% game completion to view an alternate ending sequence.

EASY MUPPET COINS
They'll reappear in previous levels in the same locations, so just beat the same opponent again for some more coins.

N

N2O

CHEAT CODES

Enter the following as passwords.

Infinite Lives:XO△X△X

Level Select:XO△X△X

These are entered at the Tonight's Matchup screen, pressing the □, X, O buttons to increase the first, second, and third digits.

025 - Baby Sized Players
048 - No Music
111 - Tournament Mode
120 - Fast Passing
273 - Stealth Turbo
284 - Maximum Speed
390 - No Pushing
461 - Unlimited Turbo
552 - Hyper Speed
610 - No Codes Allowed
616 - Block Power
709 - Quick Hands
802 - Maximum Power
937 - Goal Tending

EXTRA CHEATS

Enter the following button sequences quickly on the Tonight's Matchup screen. You'll know it's worked when the code box flashes white.

Big Heads: Hold □, press □ + O
Huge Heads: Press □ x2, O, □
Roof-top Jam: Hold □, press □ x3
All-American Basketball: Hold □, press X, □, O
Shot Percentage On: Rotate D-pad clockwise starting with □

No Tag Arrow: Press □ x2, O, □

No Drift: Press □ x2, X, □

No CPU Assistance: Hold □, press O x2

RANDOM TEAM SELECT

Press □ + □ at the Team Select screen.

RODMAN'S HAIR

On the Team Select screen, go to the Chicago Bulls and press O repeatedly to change Dennis Rodman's hair colour.

NBA HOOPZ

CHEATS

Input these codes at the Vs screen just before the match starts. If you're quick, you can enter more than one code.

Infinite Turbo: □ x3, X, O x2, □

No Goal Tending: □ x4, X x4, O x4, □

Tiny Heads: □ x3, X x3, □

No Fouls (Teams Must Agree): □ x2, X x2, O x2, □

Tiny Players: □ x5, X x4, O x3, □

Granny Shots: □ x2, O, □

Beach Court: X x2, O x3, □

Street Court: □ x3, X x2, □

No Hotspots (Teams Must Agree): □ x3, O, □

Show Shot %: X, O, □

Show Hotspot: □ x3, □

Big Heads: □ x3, □

ABA Ball: □ x3, O, □

Midway Uniform: O x4, □

Home Uniform: X x4, □

Away Uniform: X x2, O x4, □

Alternate Uniform: X x3, O x4, □

NBA IN THE ZONE 2

HIDDEN PLAYERS

At the demonstration, press O, □, X, L1, L2, R2. Do this ten times fast, then all hidden players become available.

ALL-STAR TEAM

With the cursor on 'Start', press and hold L1 + R2 + Select + Start until the screen fades out. You'll then be able to select the All-Star Team in Exhibition mode only.

NBA JAM EXTREME

HIDDEN TEAMS

On the Keep Records screen, answer 'Yes', then input the following codes.

Smiley - MJT, MARCH 22

Sculptured - YME, MAY 17

More teams - ICE, APRIL 27

All teams - JBR, MAY 17

SMALL PLAYERS, BIG HEADS

On the 'Big Head' option, press □, □, □, □, □, □, then select 'Yes'.

BIG FEET MODE

Hold □ or □ when leaving 'Big Head' select.

HEAD-ERODS MINI GAME

You'll need a Multitap for this one. Hold □ + Extreme on all four pads when leaving the Team Select menu.

MARSHMALLOW TREATS

Hold □ at the end of the title sequence before the screen dims.

RANDOM TEAM SELECT

On Team Select press □ + Turbo.

RANDOM PLAYER SELECT

After random team press □ + Turbo again.

TEAM SELECT CODES

The following are entered by holding the relevant buttons on the Team Select screen until the Vs screen appears, then pressing the directions listed. You'll know it's worked if a programmer's head appears.

Shot % Display

Hold Extreme + Shoot and release on the Vs screen.

Infinite Turbos

Hold Turbo, then press □, □, □, □ and release Turbo.

No Turbo Meters

Hold Turbo + Extreme, then press □, □, □, □ and release buttons.

Remove Crowd

Hold Extreme + Pass + □ and release on the Vs screen.

TIP-OFF CODES

The following codes should be done at the tip-off, while the ref is walking out to throw the ball. They must be entered quickly without pressing any buttons too many times.

Computer Assistance Off:

Extreme, Turbo, Pass x2

Beach Ball Mode: Pass x2, Turbo, Extreme, Turbo, Pass x2

It still goes in the net!

Soccer Ball Mode:

Pass x2, Turbo x2, Extreme x3

Quick Hands Mode: Pass x3, Turbo x3,

Extreme x3, Pass x3

Max 3pt Mode:

Pass x8, Extreme, Pass x7

Legal Goalzending:

Extreme x8, Pass, Extreme x9

Dead-Eye Dick:

Turbo x6, Pass, Extreme, Turbo x6

Super Rainbow Shot:

Turbo x5, Pass x2, Turbo x6

Power Push:

Turbo x2, Pass x2, Turbo x2, Pass x2, Turbo x2, Pass x2, Turbo x2

Max Speed: Extreme x10, Pass x3

KEEP RECORD CHEATS

These should be entered on the Keep Record screen as your name, by selecting the first two letters, then backspacing twice, putting in the next two letters and repeating until the complete code is entered.

Start At Playoffs: PL AY OF FS

Start At Finals: FI NA LS

2 Playoff Games Won: CH EE SY

3 Playoff Games Won: NO VI CE

45 Second Shootout: SH OO TO UT

Sound Test: KA ZO O

NBA JAM TOURNAMENT EDITION

CHEATS

Select a team and, when 'Tonight's Matchup' appears, enter the code before 'Loading Game' appears.

Big Head Mode: □, X, O, Δ, X

Mammoth Head Mode: □, Δ, O, X, X

Huge Mode: Δ, X, X

Baby Mode: □, O, X

Great Balls Of Fire: □, X, O, Δ, X

Max Power: □, X, O, X, X, X, X

Power Up Defence: □, □, □, □, □, □

Full Court Jams: □, X, O, X, X

High Shots: □, □, □, □, □, □, X

Power-Up 3-Pointers: □, □, □, □, □, □

Power-Up Offense: □, □, □, □, □, □

Push One Opponent & Both Fall: □, X, □, X, O, X

Push One Opponent and Only Teammate Falls: □, X, □, X, O, X

Quick Hands: □, X, O, X, X

Shot Percentage Display: □, X, □, X, Δ

Speed Up: □, X, □, X, Δ

Tele-Pass: □, X, □, O, □, X, O, □

HIDDEN CHARACTERS

To play as these hidden characters, go to the name input screen and hold down the L1 and R1 buttons as you enter initials and dates.

Catling CAT JAN 2

Weasel DAN JAN 2

Goskie GOS JAN 6

Frank Thomas FHK JAN 8

Heavy D HEA JAN 9

Fumungus GUN JAN 11

Liptak LIP JAN 14

Blaze BLZ JAN 14

Larry Bird LAR JAN 15

Air Dog AIR JAN 21

Turnell TUR JAN 31

F Prince FRS FEB 2

Rinaldo REN FEB 4

Higgins TOM FEB 19

Gray ROB FEB 23

Jax JAX MAR 1

Crunch WOL MAR 7

Carlton CAL MAR 25

Suns Mascot APE APR 2

Adrock ADR APR 6

Hill ZIG APR 7

Hutchinson BAR APR 9

MCA MCA APR 9

Sequoia SAW APR 10

Kabuki KUB APR 14

Prince Charles CHA MAY 4

Chow Chow CHD MAY 5

Turnidiff SAT MAY 7

Bill Clinton BIL JUN 8

Shelley SHY JUN 8

Moore MOE JUN 8

Pistol WAN JUN 10

Hugo the Hornet HOR JUN 12

Snake SNK JUN 15

Divita DIV JUL 3

Mike D M.D JUL 3

Gordon GOR JUL 3

Rivett REV JUL 6

McHugh BAA JUL 12

Brutah GOW JUL 17

D Falous DAZ AUG 6

Max LIZ AUG 7

J Moon JAY AUG 24

Benny BEN SEP 20

Jazzy Jeff JAZ OCT 9

Facime DEL OCT 19

Boo-Boo THI NOV 1

H Clinton HIL NOV 6

J Falous JAS NOV 16

Magic Hair STH DEC 8

Kirby CHR DEC 18

Mad Mike MUS DEC 24

Hodgeson HOG DEC 31

NBA LIVE '97

SECRET CHARACTERS

Type the name of the producers and programmers names in the 'Create A Player' option. Make sure you push Start at the last letter of each name otherwise it won't work. It will put them on the free agency list. It won't count as a created player, so you can have all the producers and still make 40 new players.

Amory Wong / Alan Johnson / Brian Krause / Dan Humphrey / Daniel Ng / Robert

White / Dan Scott / David Bollo / Sebastian Reinartz / Sheila Allan / Michael Vanasella / Casey O'Brien / Daryl Anselmo / Giovanni Sasso / Kim Gill / Mark Soderwall / Greg Allen / Cindy Green / David Laviolette / Adam MacKay-Smith / Traz Damji / Steve Royea / Crispin Hands / Jeff Mair / Sam Nelson / Ed Fletcher / Stan Chow / Tarnie Williams / Michael Klassen / Marcus Lindblom / Dave Warfield / Ivan Allen / Brian Wideen / Brent Nielson / Aaron Grant / Renata Antonic / Zoe Quinn / Sean O'Brien / Novell Thomas / Al Murdoch / Ernie Johnson

SECRET CODES

After the game has started and you are at the Game Setup menu, press L1, X, X, L1, X, □ R1, X, □ R1, O (which should take you to the Credits screen). Then hold (for a second or two) □ + Δ + □ to activate the secret codes. Start the game as normal and as soon as it starts loading hold L1 + R1 + □ + Δ + X + □ + O for as long as it takes for the secret code menu to appear (Top tip: use a CD case to hold down the four fire buttons.)

1. On the secret code screen, L1 and L2 alter player height up/down. The number is in inches (min = 1.5 feet; max = 12 feet).

Note: Any height greater than 7'10" cannot slam the ball.

To change all the players on the cheat list, you must use a multitap with all controllers plugged in.

2. Dpad □ and □ control Chamberlain mode (flashing colours).

3. Start and Select on controller 1 set the outdoor court on/off.

In order to exit the cheat area and go to the game, press Δ + X on controller 1.

NBA LIVE '99

BONUS TEAMS

Go to the Rosters screen and select the Custom Teams option. Enter one of the following locations and team names to activate the corresponding side containing members of the games' computer programming team.

Note: These names are case sensitive, press R2 to toggle letters between large and small.

City:Name
Hitmen Coders
Hitmen Earplugs
Hitmen Idlers
Hitmen Pixels

NBA LIVE 2000

MICHAEL JORDAN

To unlock Michael Jordan you need to defeat him in One-On-One mode at Superstar level.

ISAIAH THOMAS

Get 15 steals in a game at Superstar level to unlock him on the Roster.

UNLOCK LEGENDS

At the Game Setup screen, press O to go to the side menu. Highlight the player icon and press □, then X to go to Create Player screen. Enter one of the following first and last names and press X - a message will confirm that a legend player has been unlocked.

Press Start to return to Game Setup screen, then O to go to side menu.

Highlight the star icon and press X to go to the Unlock Legends screen. Press L1/R1 to flick between the different era teams.

Highlight the Legend player that you've unlocked and press X to add him to the Free Agents pool. You can then sign him to any empty slot on a team.

PlayerFName...LName

1950s:

Bob Pettit Crash Boards

Dolph Schayes Set Shot

Paul Arizin Pitchin Phillis

Bill Sharman Charity Scripe

Bob Cousy B-Balls Cooz

Harry Gallatin Horse Kid

Andrew Philip Whiz Maker

Richard Guerin Play Maker

George Yardley Yard Bird

Larry Costello Cross Over

Cliff Hagan Hook Shot

Carl Braun Offensive Force

1960s:

Wilt Chamberlain Big Goliath

Bill Russell All Defensive

Elgin Baylor Offensive Force

Oscar Robertson Bucks Big O

Jerry West The Mr Clutch

Willis Reed Soft Touch

Hal Greer Jump Shot

Lenny Wilkens Player Coach

Jerry Lucas Lucas Layup

Sam Jones Bank Shot

Tommy Heinsohn Flat Shot

Walt Bellamy No Comment 1970s:

John Lanier Big Foot

John Havlicek John Hondo

Rick Barry Foul Shot

Pete Maravich Passing Pistol

Walt Frazier Cool Clyde

Dave Cowens Red Head

Wes Unseld Glass Cleaner

Earl Monroe Magic Pearl

Nate Archibald Big Tiny

Billy Cunningham Leaping Kangaroo

Dave Bing The Duke

Bill Walton Shot Blocker

1980s:

Moses Malone Free Throws

Larry Bird Celtics Pride

Julius Erving Doctor's In

George Gervin Chilled Iceman

Ervin Johnson Magical Guard

BATTLE BOSS 1
Enter O, R2, R1, □, L1, R2 as a password. Go to Challenge mode. The first opponent will be a normal character. Once defeated, he'll transform into Stillbirth (Goliath).

BATTLE BOSS 2
Enter O, O, L2, L1, △, △ as a password. Go to Challenge mode to face Nightshade.

BATTLE BIG DADDY
Enter □, △, O, O, R2, R2 as a password. Go to Challenge mode and choose Nuke York to face Big Daddy.

Continue to No. Now complete the game in Arcade mode.

FIGHT AS DARTH VADER

Select Luke Skywalker, set the difficulty level to Standard, Player Change to No, and Continue to No. Complete the game in Arcade mode.

Note: When playing as Darth, the secret Mara Jade character will appear instead of a mirror match.

FIGHT AS JODO KAST

Set Player Change to No, and Continue to No. Defeat at least seven adversaries in Survival mode. Jodo has the same moves as Boba Fett.

FIGHT AS SLAVE LEIA

Select Princess Leia, set difficulty level to Jedi, Player Change to No, and Continue to No. Complete the game in Arcade mode. You can now select 'Leia' (in slave costume).

BIG HEAD MODE

Select Vs or Practice mode. Hold Select after choosing a character; keep it held until the match begins.

FULL SCREEN

Hold Select + L1 + R2 after choosing a character and keep the buttons held until the match begins.

STEEL HARBINGER

PAUSE CODES

Pause during play to enter the following codes. A beep will confirm correct code entry.

Full Health: L2 x2, R2 x2, $\triangle$, L1, $\triangle$, R1

Note: Can only use this five times during the entire game.

All Weapons: X, $\triangle$, R2, $\triangle$, X, L2, R2, $\triangle$, L2, $\triangle$

Note: Can only use this three times during the entire game.

M-16 Full Ammo: $\triangle$, $\square$, X3, O x2, $\triangle$, $\triangle$

Rocket Full Ammo: $\triangle$ x2, L1, R2, $\square$, R1, $\triangle$ x2

Note: Can only use this five times during the entire game.

Shield: $\triangle$, X, $\triangle$, X, $\triangle$, X, $\square$, O, $\triangle$, $\triangle$, R1

Note: Can only use this three times during the entire game.

Arctic Card: $\triangle$, $\triangle$, $\triangle$, O, $\triangle$, $\triangle$, X, $\square$

Note: Can only be used once per level.

Net Node Card: $\triangle$, L2, $\triangle$, $\triangle$, R1, O, R1, $\triangle$

Note: Can only use this three times during the entire game.

Teleport Credit: L1, R1 x2, L2, R2, L2, O, $\triangle$

Note: Can be used 100 times per level.

VIEW CREDITS

Press $\square$, O x3, $\square$ x2 at the main menu.

VIEW FMV SEQUENCES

Press L2 x2, R2 x2, L1, R1, $\square$, O, $\triangle$, $\triangle$ at the main menu.

PLAY SINGLE LEVEL

Enter one of the following button sequences at the main menu to play the corresponding level.

Los Angeles: O x2, R2 x2, $\triangle$, $\triangle$, $\triangle$, L2 x2, $\triangle$

Los Angeles 7: O x2, L2 x2, $\triangle$, $\triangle$, $\triangle$, R2 x2, $\triangle$

Las Vegas: $\square$ x2, L2, L1, $\triangle$, $\triangle$, R1, R2, $\triangle$, $\triangle$

Las Vegas 7: $\square$ x2, L2, L1, $\triangle$, $\triangle$, R1, R2, $\triangle$, $\triangle$

San Francisco: O, $\square$, L2, R1, $\triangle$, L1, R2, $\triangle$, $\triangle$

Houston: L2, L1, R1, R2, O, $\triangle$ x2, $\triangle$ x2

Washington: O x2, L1, R1, L2, R2, $\triangle$, $\triangle$, $\triangle$

Florida: L1, R1, $\square$, O, R2, L2, $\triangle$, $\triangle$, $\triangle$ x2

Nebraska: $\square$ x2, $\triangle$ x2, $\square$, O x2, $\triangle$ x2, $\triangle$

Moonbase: R1 x2, L2, R1, $\square$, $\triangle$, $\triangle$, $\triangle$, $\triangle$, R2

STEEL REIGN

CHEATS

All the cheats below have to be entered on the main menu and with considerable speed. Invisibility: L2, L1, R2, O, $\triangle$ x2, L1, L2, L1

Secret Tanks: L1, L2, L1, O, $\square$, O x2, L2, L1, R2

Extra Level: L1, L2, L1, L2, R2, R1, $\square$, O, $\square$ x2

STREET FIGHTER ALPHA 2

WHITE DHALSIM & VEGA

Select Training Mode, choose Dhalim or Vega, then start playing. Do the teleport move: at the instant the fighter disappears, press Start, go to the menu, highlight Normal mode. Start again and your fighter will appear in white.

OLD-STYLE CHUN-LI

Hold Select for five seconds before pressing one of the other buttons to select her.

FIGHTING TURBO AKUMA

To meet Turbo Akuma in Arcade mode, simply battle through the game on any level setting and get at least eight Super Combo finishes before you reach the final match against your respective boss. Instead of fighting them, Akuma will warp down onto that stage.

PLAY AS TURBO AKUMA

Highlight Akuma on the character-select screen and hold Select for a few moments. Now press $\triangle$, $\triangle$ x2, $\triangle$, $\triangle$, $\triangle$, $\triangle$, $\triangle$ x3. Your character should start and finish on Akuma. Now hold Select again and then push another button to select.

STREET FIGHTER COLLECTION

PLAY AS CAMMY

Choose Vega in Arcade mode and finish the game in first place with a score of more than 50,000, then enter the letters CAM on the high score screen. Now, when you select the

Vs mode, press Start three times when Vega is highlighted.

PLAY AS EVIL DUDE RYU

Choose Arcade mode and put the cursor on Ryu as normal, then press Start three times. **CLASSIC CHARACTERS ON STREET FIGHTER ALPHA 2**

To play as the old-style street fighters, select their Alpha counterparts and press Start twice on them.

PLAY AS AKUMA ON SUPER STREET FIGHTER

Choose Vs mode, highlight Ryu and and press L1 + L2 + R1 + R2.

STREET FIGHTER EX PLUS ALPHA

HIDDEN BARREL GAME

Highlight the Practice option on the mode selection screen and press Select. Then press $\triangle$ x2, $\triangle$, $\triangle$, $\triangle$, $\triangle$. Select. A message will appear to confirm correct code entry. Select the Bonus option under Practice mode to play the bonus barrel game from *Street Fighter 2*.

STREET FIGHTER EX 2

PLAY AS GARUDA

On the main menu screen, move the cursor to 'ARCADE' and press Select x3. Move the cursor to $\triangle$ to 'PRACTICE' and press Select x2. Move the cursor to $\triangle$ to 'DIRECTOR' and press Select x3.

PLAY AS SHADOW

On the main menu screen, move the cursor to 'VERSUS' and press Select x3. Move the cursor to $\triangle$ to 'OPTION' and press Select x4. Move the cursor to $\triangle$ to 'VERSUS' and press Select x3.

PLAY AS KAIRI

On the main menu screen, move the cursor to 'OPTION' and press Select once. Move the cursor to $\triangle$ to 'BONUS GAME' and press Select x3. Move the cursor to $\triangle$ to 'PRACTICE' and press Select x2.

PLAY AS HAYATE

On the main menu screen, move the cursor to 'BONUS GAME' and press Select x2. Move the cursor to $\triangle$ to 'DIRECTOR' and press Select x4. Move the cursor to $\triangle$ to 'PRACTICE' and press Select once. Move the cursor to $\triangle$ to 'ARCADE' and press Select x5.

EXCEL BREAK & SATELLITE FALL

To unlock two new fantastic bonus games, go to the main menu screen and move the cursor to 'BONUS GAME' and press Select x5. Move the cursor to $\triangle$ to 'OPTION' and press Select x3. Move the cursor to $\triangle$ to 'VERSUS' and press Select once. Move the cursor to $\triangle$ to 'DIRECTOR' and press Select x2.

MANIAC MODE

To unlock this crazy mode, go to the main menu screen and move the cursor to 'PRACTICE' and press Select x5. Move the cursor to $\triangle$ to 'ARCADE' and press Select x5. Move the cursor to $\triangle$ to 'VERSUS' and press Select once. Move the cursor to $\triangle$ to 'OPTION' and press Select once. Move the cursor to $\triangle$ to 'BONUS GAME' and press Select once. Move the cursor to $\triangle$ to 'DIRECTOR' and press Select once. Move the cursor to $\triangle$ to 'VERSUS' and press Select once. Move the cursor to $\triangle$ to 'PRACTICE' and press Select x4.

MANIAC MODE SAMPLE DATA

To unlock this and get an example of what you have to do, go to the main menu screen and move the cursor to 'PRACTICE' and press Select once. Move the cursor to $\triangle$ to 'DIRECTOR' and press Select once. Move the cursor to $\triangle$ to 'VERSUS' and press Select once. Move the cursor to $\triangle$ to 'ARCADE' and press Select once. Move the cursor to $\triangle$ to 'OPTION' and press Select once. Move the cursor to $\triangle$ to 'BONUS GAME' and press Select once. Move the cursor to $\triangle$ to 'DIRECTOR' and press Select once. Move the cursor to $\triangle$ to 'VERSUS' and press Select once. Move the cursor to $\triangle$ to 'PRACTICE' and press Select once. Hey presto!

BISON II BATTLE BONUS GAME

To unlock this tough battle game, go to the main menu screen and move the cursor to 'BONUS GAME' and press Select x13. Move the cursor to $\triangle$ to 'DIRECTOR' and press Select x4. Move the cursor to $\triangle$ to 'BONUS GAME' and press Select x13.

STREET FIGHTER: THE MOVIE

CHOOSE AKUMA

Highlight Guile and press $\triangle$, R1, $\triangle$, L2, $\triangle$, L1, $\triangle$, R2. Guile's face should turn into a blur and you will now be Akuma.

SECRET CONFIGURATION

Pause game while fighting. Press Select and a menu will appear to configure your buttons.

STREET RACER

SECRET CAR

By entering the 'Dougal' password, you'll have access to a brand-new hidden Rabbit car which has three new personalised tracks.

SECRET OPTIONS

By entering the 'Turgy' password, you'll have access to a secret options screen which allows you to change the side of your car, turn the weapons on or off, remove the other cars, plus much more besides!

STREET SKATER

CHEATS

Enter these codes at the main menu. If it's worked you'll hear a 'Yeah'.

Unlock All Gates & Mirrored Tracks: $\triangle$, O, $\square$, $\triangle$, O, R1, L1

All Boards: $\triangle$, O, R1, R2, $\triangle$, $\triangle$, L1, L2

Play As Sarah: $\triangle$, $\triangle$, $\triangle$, $\triangle$, O, R1, R1

Play As Mick: $\triangle$, $\triangle$, O, $\square$, R2, L1, L2, R1

Play As Bonobo: $\triangle$, O, $\triangle$, $\triangle$, O x2, $\triangle$ x2

PLAY AS SAHO

Successfully complete Street Tour mode twioth Frankie.

STREET SKATER II

CHEAT CODES

Enter these codes on the main menu. You'll hear a click if it's worked.

Unlock All Characters: $\triangle$ x2, O x2, L2, $\triangle$, $\triangle$, R2.

Unlock All Tracks: $\triangle$, $\triangle$, $\triangle$, $\triangle$, O x2, R1, $\square$

Max Out Status/Trick Level: L1, $\triangle$, $\triangle$ x2, R2, $\triangle$, R1, $\triangle$

Unlock Movies Menu Item: R2 x2, L1, L2, L1, R1 x3

Unlock All Boards: O x2, $\square$, O, $\triangle$ x2, O, R1

ALTERNATE COSTUMES

On the skater selection screen, hold L1, L2, R1 or R2 while selecting the Skate option. Your character will then appear in different clothes.

STRIKER '96

SPECIAL TEAMS

Win the World Cup to enter a bonus Special Cup tournament featuring Warner, Rage and Star Trek teams!

SUPER BUSTER BROTHERS

COLLECTION

LEVEL SELECT

Hold $\triangle$ and select Tour mode.

EXPERT MODE

Press X on controllers 1 and 2 while selecting Tour mode.

SUPERCROSS 2000

CHEAT CODES

Press R1 at the Select Event menu to display the password window. Enter the following codes, which then appear on a scrolling list below (you need to toggle them on).

NOCRA5H.....No crashes
BIG1K3S.....Big bikes
G14NTS.....Giant riders on mini-bikes
MGRCVRY.....Gravity from Mercury
V3NV5.....Gravity from Venus
MOON.....Gravity from the Moon
MARS.....Gravity from Mars
JVP1T3R.....Gravity from Jupiter
S4TVRN.....Gravity from Saturn
VR4NV5.....Gravity from Uranus
N3PTVNS.....Gravity from Neptune
PLVTO.....Gravity from Pluto
HOP.....Press L1 to hop
MOR3C4MS.....Additional views
NOR1D3RS.....No riders
BLOCCKM3.....All riders block you
NOOFFT4CK.....No more off track
SK1PP1NGOK.....Don't get reset
B1GSPRAY.....Big dirt spray
H34DL3SS.....Headless ghost rider (Practice mode)
Note: Finish course, then choose to race against your headless ghost.

SUPERCROSS 2001

CHEAT CODES

Enter the following codes ('.' = space) on the Game Options menu.
UNLIMITEDPC.....Infinite power clutch
JOKERIDERS.....Race against joke riders
NOBIKES.....Invisible bikes
NORIDERS.....Invisible riders
I AM WEAK.....Own weakness
LOPENCES.....Lower track barriers
EXPLODE.....Exploding text

EXTRA RIDERS

Enter the following codes (where '.' = space) on the Game Options menu to unlock more riders.
4XUSMXDNCCHAMP.....Johnny O'Marra
9XBELGIANCHAMP.....Roger DeCoster
AMERICAN.....Freedom Fighter
BUNGAVEE.....Space Overlord
EASPORTSIDE.....EA Guy
ENDZONEDANCE.....Smitty Sugarlegs
FORTYFOUR.....Bob Page
HARVEYSAYSRELAX.....HotTub Harvey
HAVEANICEDAY.....Happy Smiley
HONORFIRST.....Moto Samurai
IRONMAN.....David Bailey
JUSTER.....Sir Dirthhead
LETSGOEAAL.....EA Gal
LOVESBRAINS.....The Zombie
LOOKMANOBODY.....Doctor Invizno
MACK DADDY.....Dave Davies
MARROWMAN.....Bones
MASKEDMAN.....El Luchador
MELLOWOUT.....TieDye Guy
METALDUDE.....MR-34 Robot
MMMSQUIRREL.....Harry Bigfoot
ONESMALLST.....Astro Nut
PEANUTBUTTER.....Agent Albert
PLAIDROCKS.....Brave Scotsman
POLKADOT.....Tricky The Clown
POSSUMPANCAKES.....BillyRay MudMullet
PYRAMIDSCHEME.....Sarcophagus Jones
THIRDBURNS.....The King
SQWAK.....Marimba
THREEPICESUIT.....Spit Polish
TRIPLELEAPER.....Supercross Avenger
WHOSTHAT.....Some Guy
WWWCKOCOM.....Ecko Rider

EXTRA TRACKS

Enter the following codes on the Game Options menu to unlock more tracks.
WMMPLUBWVA.....Washougal (Race)
OTMATTWTHGWG.....Riverbed (Freestyle)
OSSFMGLFM.....Launching Pad (Freestyle)
EXTRA CHAMPIONSHIPS
Enter the following codes on the Game Options menu to unlock more championships.
NUTSANDBOLTS.....Parts Unlimited
NEEDNEWEXHAUST.....FMF

SUPPLIESONLINEWrenthead.com
SHOESANDTRICKS.....Etnies Freestyle Games
THROWMEGOGGLESScott

SUPER PUZZLE FIGHTER II

HIDDEN CHARACTERS

All these can be discovered on the character-select screen.

Note: They are selectable in all modes except Street Puzzle Mode.

Play As Akuma (Gouki):

Player 1: Move the cursor onto Morrigan, then hold Select and enter $\triangle$ x3, $\triangle$ x3, O. Player 2: Move the cursor onto Felicia, then hold Select and enter $\triangle$ x3, $\triangle$ x3, O.

Play As Devilot:

Player 1: Move the cursor onto Morrigan, then hold Select and enter $\triangle$ x3, $\triangle$ x3 and then, when the timer reaches ten seconds exactly, press O.

Player 2: Move the cursor onto Felicia, then hold Select and enter $\triangle$ x3, $\triangle$ x3, when the timer reaches ten seconds exactly, press O.

Play As Dan:

Player 1: Move the cursor onto Morrigan, then hold Select and enter $\triangle$ x3, $\triangle$ x3, O. Player 2: Move the cursor onto Felicia, then hold Select and press $\triangle$ x3, $\triangle$ x3, O.

Play As Heien-Ko's (Lo-La's) Sister:

Player 1: Move the cursor onto Morrigan, then hold Select and press $\triangle$, O. Player 2: Move the cursor onto Felicia, then hold Select and press $\triangle$ x2, O.

Play As Amanda:

Player 1: Move the cursor onto Morrigan, then hold Select and press $\triangle$ x2, O. Player 2: Move cursor onto Felicia, then hold Select and press $\triangle$, O.

PLAY AGAINST CPU DEVILOT

Before reaching Stage 7, do all of the following, without continuing:

1. Defeat an opponent within one minute in only one round.
2. Have at least one Super Combo.
3. Have a maximum chain of 4+.
4. Have a maximum Power Gem with at least 20 units.

PLAY AGAINST CPU DAN

Before you reach Stage 6, do all of the following, without continuing:

1. Defeat an opponent within one minute in only one round.
2. Have at least one Super Combo.
3. Have a maximum chain of 4+.
4. Have a maximum Power Gem with at least 20 units.

STAGE SELECT

After selecting your character, hold L2 + R2 + Select, and choose your handicap. Still holding L2 + R2 + Select, press one of the following:

Ryu: $\triangle$ Chun-Li: $\triangle$
Ken: $\triangle$ Sakura: $\triangle$
Akuma: L1 Dan: No Button
Felicia: $\triangle$ Donovan: O
Devilot: R1 Hsien-Ko: X

SYNPHON FILTER 2

LEVEL SKIP

Pause during play. Highlight the Map option and hold $\triangle$ + L2 + R2 + O + $\square$ + X. You'll hear a high ringing sound to confirm correct entry. Now go to Options and select the new Cheats option. Choose End Level to skip to the next mission.

Note: This cheat can be used in conjunction with the View Movies one to get a level select (see 'Mission Select' for more details).

VIEW MOVIES

Pause during play. Highlight the Briefing option and hold $\triangle$ + L1 + R2 + O + X. You'll hear a high ringing sound to confirm correct entry. Now go to Options and select Cheats, then Disc 1 (or 2) to Movies. In the cinema foyer, go to one of the posters and press $\triangle$ to see that cut-scene. The posters with question marks can be unlocked by playing on Hard mode.

Note: This cheat can be used in conjunction with the Level Skip one to get a level select (see 'Mission Select' for more details).

SELECT LEVEL

You need to have entered both the Level Skip and View Movies cheats. On the pause screen, select Options, then Cheats and Disc 1 Movies. In the cinema foyer, press Start for the pause menu. Select Options, then Cheats and End Level. This quits the game, so start a new one and pause. Return to the Cheats menu to find a new 'Select Level' option. Choose it to select any level.

SUPER AGENT

Pause during play. Highlight the Weaponry option and hold L2 + Select + O + $\square$ + X. You'll hear a high ringing sound to confirm correct entry. Now go to Options and select Cheats. Turn the Super Agent option on (by highlighting 'On' and pressing $\triangle$ to exit menu). We weren't sure what this cheat did at first, but it powers up your weapons so you can kill enemies with a single shot to the body - even those wearing flak jackets.

HARD MODE

On the title screen, highlight New Game and hold $\triangle$ + L1 + R2 + Select + O +

the screen. The more weapons you give up, the more health you'll gain.

BACKWARDS FREEZE

When without ammo, press ◀, ⬅, ➡, ➤, ⬅, ➤.

MINION'S SPECIAL

This can be done with any character; but you must have full advanced-attack power. Just hold R2 (machine gun) and press ⬅, ➡, ⬅, ➡.

GOD MODE

Hold L1 + L2 + R1 + R2 and press ⬅, ➡, ⬅, ➡, ⬅, ➡, ⬅, ➡.

INVINCIBILITY

Hold L1 + R1 then press ⬅, ➡, ⬅, ➡, ⬅, ➡, ⬅, ➡.

UNLIMITED AMMO

Hold □ + O, then press ⬅, ➡, ⬅, ➡, ⬅, ➡, ⬅, ➡.

MEGA GUN

Hold O then press ⬅, ➡, ⬅, ➡, ⬅, ➡, ⬅, ➡.

UEFA CHAMPIONS LEAGUE

ELIMINATED TEAMS
Successfully complete the UEFA Champions League scenarios. Select Exhibition mode and an option for 'Eliminated Teams' will appear on the team selection screen.

UFO: ENEMY UNKNOWN

SAVE MONEY
One to two hours before the end of the month, transfer all of your scientists and engineers to another base. Since they are in transit they don't get paid.

EASY MONEY

First go and investigate a crash site. When you finish it, research Alien Alloys. Once it's researched, manufacture a lot and sell it all for a nice profit – it costs \$3,000 to make, but sells for \$6,400. Also, sell all but one alien corpse. After you research it, sell it and get \$20,000 for each one.

UM JAMMER LAMMY

BONUS PARAPPA LEVELS
Complete the game, then return to the Stage Select screen. Press ◀ until the bonus Parappa levels appear – the same as the normal ones, but with Parappa rapping instead of Lammey playing.

PARAPPA & LAMMY TWO-PLAYER MODE

Complete all the bonus Parappa levels (see above). You'll now be able to have two-player contests between Parappa and Lammey.

SPECIAL MENU

Complete every level in the game, including the bonus Lammey and Parappa levels. A new 'Special' option will appear on the title screen: select it for a new menu enabling music to be played while you control the dancing of the game characters!

UNHOLY WAR

ALL PLAYERS
Select Mayhem mode and highlight the Set Teams option. Press O + □. Select x4, Start x3, □ x2, O, O + □. 'All Players' will appear in the bottom right corner. Beta Razorfane and Super Prana Devil will now be added to the characters.

ALL LEVELS

Select Mayhem mode and highlight the Accept Teams option. Press O + □. Select x4, Start x3, □ x2, O, O + □. 'All Levels' will appear in the bottom right corner. Dark Maze and Menhir Circle will now be added to the level selection screen.

UNLOCK WARS

Select Strategy mode and highlight the Set War option. Press O + □. Select x4, Start x3, □ x2, O, O + □. 'All Maps' will appear in the bottom right corner. You can now select any war.

VANISHING POINT

ENDING BONUS
Win a tournament in first place to unlock Secrets (One Make Series, Aggressive Traffic), Movies, Slideshow and extra cars.

VICTORY BOXING 2

INSTANT WINS
Line up the boxer you want to fight, hold L1 + L2 + R1 + R2 and press X. It should come up with a black screen with green 'Now Loading' rather than the trivia. Press X and you'll hear a sound, then it'll return to the training screen and you'll have automatically won the fight.

PLAY AS SECRET FIGHTERS

To play as Jackal, Dragon, John Summers, Gonzo, and Panther in Exhibition mode, you need to have a champion saved onto your memory card, who beat all the secret character challenges. Go to the Exhibition and press Δ to load from memory card. On the Load Character screen, press Δ to return and the secret characters will now be selectable.

VICTORY BOXING CHALLENGER

EASY VICTORY

On the main title screen, press ⬅, ➡, ⬅, ➡, O, X to hear a bell. Now enter a match and pause the game. When you select the Towel, you can choose who wants to give up: select the opponent to instantly win bout.

SKIP A LESSON

If you want to skip Jackal's training lessons in the Main Event, press ⬅, ➡, ⬅, ➡, ⬅, ➡, ⬅, ➡, O, X on the main title screen.

HIDDEN BOXERS

Become the World Champ in the Main Event, using certain fighters, and you can unlock the following secret characters.

Gunther Maul: Win with Rex 'The Rogue' Boulder

Sharon 'Majestic' Minter: Win with Marcus Cody

George Adams: Win with Danny Destafano

Jimmy 'JB' Pond: Win with Corporal 'Sam' Roxburgh

Tony Shark: Win with Jonny Puma

Ohio: Win with Scott 'Bellyboy' Lockhead

Hank Morris: Win with Ryan 'The Kid' Kennedy

Jackal: Win with Spike Rafello

Buster 'BB' Bell: Win with Leroy Dollar

VIGILANTE 8

CHEATS

Choose any character on the Game Status screen and enter the passcode for the cheat you want – you'll hear a woman say "Funky!"

Big Wheels: MONSTER_WHEELS

Homing Missile Power-Up: DEADLY_MISSILE

Low Gravity: REDUCE_GRAVITY

No Enemies: GO_SIGHTSEEING

Invincibility: I_WILL_NOT_DIE

View FMV: SEE_ALL_MOVIES

Select Same Vehicle (P2 Mode): SAME_CHARACTER

Expert Mode: HARDEST_OF_ALL

Unlock All Arenas & Characters: UMINVNLWTSUCULH

VIGILANTE 8: 2ND OFFENSE

CHEATS

Go to the Options screen and select Game Status. Highlight a character and press L1 + R1 to bring up the password entry to input these codes. You'll hear a girl shout out upon entering a correct code.

Remove Reload Time: RAPID_FIRE

Mega Hard Difficulty: UNDER_FIRE

Slow Game Down: GO_SLOW_MO

Increase Vehicle Weight: GO_RAMMING

Play Old Vigilante 8 Arenas: OLD_LEVELS

Increase Floating Height: HI_CEILING

Only Car In Arcade Mode: HOME_ALONE

Floating Cars: NO_GRAVITY

Monster Truck Wheels: GO_MONSTER

Show All FMV: LONG_MOVIE

Identical Multiplayer Cars: MIXED_CARS

Powerful Missiles: BLAST_FIRE

High Speed Driving: MORE_SPEED

No Propulsion Add-Ons: DRIVE_ONLY

High Suspension: JACK_IT_UP

Fast Action: QUICK_PLAY

Disable Codes: NO_CODE

This enables a quick play feature (random vehicle and arena selection) in Arcade mode.

Invincibility: ELBICNVNI

All Characters: LLA_KCOLNU

All Characters Have Max Stats: LLA_DORTOH

All Characters: LLA_DORTOH

V-RALLY 2

ALL CARS & TOURNAMENTS

Go to the Game Options screen, then select Game Progression. Go to any grey box and press L1, R1, ⬅, ➡, ⬅, ➡, ⬅, ➡, X + Select (at the same time). Now highlight any grey box and press X on the other grey boxes to unlock them all.

NAME CHEATS

Type your player name in as either of the following [where ' ' = space].

Double speedLDN
Cars jump higherFLY
Hidden track 1CDLC
Hidden track 2CDLCB
Hidden track 3CDLCC
Hidden track 4CDLCD

VR POWERBOAT RACING

PASSWORD CHEATS

Single-Hulled BoatsPLA
Champion EditionCUP

Large HeadsDEFORM

Large BoatsLARGE

Small BoatsCOMPACT

Long BoatsLONGONE

Extra SpeedSPEEDD

Go FasterZOOOOM

Turbo Collected Automatically HELPME

Minnow-Class CatamaransMIN

Pike-Class CatamaransIKE

Barracuda-Class CatamaransCUD

Sialom LevelLR

Mine LevelUG

V TENNIS

SECRET CHARACTERS

When playing in normal mode, move the cursor over any player, then enter either of these codes.

Mr Tonkin: L2 x2, R1 x3, ⬅, Δ x4, O.

Mrs Tonkin: Hold L1 + R2 + ⬅ + □ and press O.

WALT DISNEY: MAGICAL RACING TOUR

PLAY AS JIMINY CRICKET
Collect all the parts of the Firework Machine in Adventure mode.

SPLASH MOUNTAIN TRACK

To unlock it in Adventure mode, you have to win all nine first-place flags (by re-racing the tracks after completing the game).

PLAY AS NED SHREDBETTER

Win all nine golden cups in Adventure mode (by collecting the trophies on main tracks – after getting first-place flags, after completing the game).

PLAY AS X.U.D. 71

To unlock him, collect all eight fairies on each of the following tracks: Haunted Mansion, Big Thunder Mountain, Space Mountain, Rock 'n' Roller Coaster, Tomorrowland Speedway, Jungle Cruise, Pirates Of The Caribbean, Dinosaur!, Blizzard Beach and Splash Mountain.

WARCRAFT II

CHEAT CODES

Pause the game and enter them on the password screen.

Win Level: NTTSLNS

Automatically completes the current mission (after a few seconds).

Lose Level: YPTFLWRM

Invincible Forces: TSGDDYTD

More Gold, Oil & Timber: GLTRNG

Build More Things: DCKMT

Lets you build more stuff from start.

Fast Building: MKTS

Full Map: NSCRN

All Spells & Full Mana: VRYLTL

Complete game: THRCNBNL

To view the end-of-game screen.

+5,000 Oil: VLDOZ

Repeat as many times as you like.

Fast Wood Chopping: HTCHTXNS

Disable Complete Victory: NVRMNR

PASSWORDS

Tides Of Darkness – Human

1 – HillsbradHLBRD

2 – Ambush T. MillMBSHTM

3 – SouthshoreHSTSHS

4 – Attack On Zul'DareTTCKNZ

5 – Tol BaradHTLBRD

6 – Dun AlgalzDNLGZ

7 – Grim BatolGRMBTL

8 – Tyr's HandTYRHND

9 – Battle At DarrowBTTLTD

10 – The PrisonersPRSNRS

11 – Betrayal & The Destruction Of AlteracBTRYLN

12 – Battle At CrestfallBTLTLC

13 – Blackrock SpireSSLTNB

14 – The Great PortalGRTPTT

Tides Of Darkness – Orc

1 – Zul'DareZLDR

2 – Raid At HillsbradROTHLL

3 – SouthshoreRCSTHS

4 – Assault On HillsbradSSLTNH

5 – Tol BaradRCTLBR

6 – The BadlandsBOLNDS

7 – Fall Of StromgardeFLFST

8 – Caer DarrowRNSNTN

9 – Tyr's HandRZNFTT

10 – StratholmeDSTRCT

11 – Quel'Thalas FallsQDRSSQ

12 – Tomb Of SargeraTMBFSR

13 – Siege Of DalaranSGDLR

14 – Fall Of LordaeronFLFLR

Beyond The Dark Portal – Human

1 – Alleria's JourneyLLRSJR

2 – Battle For NethergangBTTLFR

3 – Into The BreachNCMRNT

4 – Beyond D. PortalBYNDTH

5 – The Shadows SeasSHDWSS

6 – Fall Of AuchindounFLFCH

7 – DeathwingDTHWNG

8 – Coast Of BonesCSTFBN

9 – Heart Of EvilHRTFVL

10 – Battle Of HellfireBTLFLH

11 – Laughing SkullDNCFTL

12 – Bitter TasteBTTRTS

Beyond The Dark Portal – Orc

1 – Slayer Of ShadowSLYRFT

2 – Skull Of Gul'danSKLLFG

3 – ThunderlordTHNDRL

4 – The Rift AwakenedRFTWKN

5 – DragonsDRGNSF

6 – New StormwindNWSTRM

7 – Seas Of AzerothSSFZRT

8 – Assault On Kul T.SSTNKK

9 – Tomb Of SargerasDPTMBF

10 – AlteracLTRC

11 – Eye Of DalaranYFDLRN

12 – The Dark PortalDPDRKP

WARHAMMER: DARK OMEN

VIEW FMV

On the main menu screen press: ⬅, L1, O, L2, Δ, R2 – Black Grail

R1, Δ, R2 x2, □, R1 – Carnstein & Jewel

R2, ⬅, R2, ⬅, ⬅, ⬅ – Hand Of Nagash

O, Δ, □, ⬅, R1, R2 – Liber Mortis

L2, ⬅, □, ⬅, R1, R2 – Victory

R1, L2, Δ, □, ⬅, R2 – Long March

⬅, □, ⬅, R1, R2 – Credits

CHAPTER SKIP

On main menu options screen press R2, R1, L2, R2, R1, R2. Press 'resume' to activate.

BATTLE CHEATS

On the deployment screen, press Select then:

R1 x2, L2 x2, R1, R2 – skip battle

R1, Δ, R2 x2, □, R1 – extra cash

R1, L1, R2, x2, R1 x2 – touch of death

'Resume' activates the cheats.

WARPATH: JURASSIC PARK

CHOICE & SURVIVOR MODES

Complete Arcade mode on Easy difficulty setting with any dinosaur. Choice and Survival modes will appear on the main menu.

Hint: To save time, set rounds to one and time to 30 seconds.

BONUS CHARACTERS

Complete Arcade mode using each standard dinosaur. Every other completion will unlock a bonus character. A total of six extra dinosaurs can be unlocked.

EXHIBITION MODE

Complete Arcade mode with eight regular and five bonus characters to unlock Exhibition mode on main menu.

BONUS FMV SEQUENCE

Complete Arcade mode with all 14 characters to view a FMV sequence featuring dinosaurs.

ALTERNATE APPEARANCE

Complete Survival mode to unlock this feature. Press Δ at the character selection screen to change appearance of dinosaur.

INVULNERABILITY

Complete Survival mode without using any of your continues to unlock the Invulnerability option.

WAR OF THE WORLDS

you unpause, the screen should flash briefly.
Machine Gun: □, O, X, □, O, X, Δ
Infinite Energy: Δ, X, □, O, Δ, X, □, O
Infinite Time: Δ, O, X, Δ, □, O, X, Δ
Infinite Weapons: X x2, □ x2, O x2, Δ
 [You can toggle through the weapons by pressing the 'drop weapon' button.]

FARMYARD ANIMAL MODE

Switch on the PlayStation and hold L1 + R2 + Select + Start until the 'Start' title screen appears. Then take your finger off Start and press it again to go through to the main options screen with team and craft selection on it. The vehicles will have changed into farmyard animals!

PASSWORDS

Challenge I:
 □ □ □ □ □ □ □ □ □ □ □ □ □ □
 Challenge II:
 □ □ □ □ □ □ □ □ □ □ □ □ □ □

WIP3OUT

CHEAT CODES

From the Options screen, select Game Setup, then Default Names. Enter the Player One name as the code you want - the screen will flash to confirm correct entry.
 WIZZPIGAll tracks
 AVINITAll vehicles
 JAZZNAZUnlock Phantom Class
 GEORDIEInfinite energy
 THE HAIROpen all Challenges
 DEPUTYInfinite weapons
 CANER WOpen all Prototype tracks
 BEBEDEEChange colour of turbo pads
 NO WHEELSImmune to crashes
 BUNTYOpen all tournaments
 MOONFACEInfinite hyperthrust

FOUR-PLAYER LINK-UP

1. You need two PlayStation, two TVs/monitors, two copies of Wip3out, and a link cable. Use the latter to link the machines, then load up the game on both.
 2. On each machine in turn, go to the Options screen and hold Start, then press O to make a new 'Establish Link' option appear.
 3. Select the Establish Link option on both machines - the first one to select it will be the Master machine; the second the Slave.
 4. Choose the number of players (two per machine for four-player action), then Single Race or Eliminator Mode (on the Master machine). For Single Race, choose Class and Track. Once all the players have selected their vehicles, the race will start.
 5. In four-player mode, just your four vehicles will be lined up on the grid. In two-player mode, you'll both be racing against CPU opponents - as in split-screen mode, but each with a full-screen view.

WORLD CUP '98

WORLD CUP CLASSICS

Win the World Cup with any team. You can then replay the first-ever World Cup Final, with classic kits, old-style ball, and commentary by Kenneth Wolstenholme. Win this match to activate the next classic final and repeat the process to get them all.

WORLD IS NOT ENOUGH, THE

SECRETS

Unlock the secrets on the Cheats screen (via Options) by completing the following tasks.
All Weapons:
 Complete the Turncoat level on O07 difficulty with the best time.
Stealthy Bond:
 Complete the Villa level on the Agent or O07 difficulty with the highest score.
Invulnerable:
 Complete the Meltdown level on O07 difficulty with the best time.
Power Goons:
 Complete the Russian Roulette level on Agent or O07 difficulty with the best time.
Power Guns:
 Complete the Flashpoint level on Agent or O07 difficulty with the highest score.
Infinite Ammo:
 Complete Fallen Angel level on O07 difficulty with the highest score.

WORLD LEAGUE SOCCER '98

PROPER PLAYER NAMES

Go the Options and select Player Editor. Choose English League, then any team. Now edit any player's name and change it to 'TEAMTWO'. Click on it to make a new 'Default 2' option appear. Click on the latter to bring up the real names for that team. To change the names in all the other English teams, click on 'Back To Teams', then on 'Default 2' in that menu. As well as appearing correctly on screen, the commentator will now pronounce the proper names during play.

WORLD'S SCARIEST POLICE CHASES

CHEAT CODES

Enter these codes at the main menu to hear what sounds like a weird cat miaowing!

All Bonus Items: ◊, ◊, L1, R1, O, □, R2, L2
 Go to Options and Bonus Items to find them all unlocked, including several extra vehicles for Free Patrol mode. All weapons will also be available in Free Patrol mode.

Single Mission - Level Select: ◊, ◊, ◊, ◊, ◊, X, Δ, O, □

Free Patrol - All Locations: ◊, ◊, L2, L1, X, Δ, R2, R1

WORMS

SHEEP & BANANA BOMBS

When at the weapon select screen, simply press □ + X x10 and you should gain access to the big banana bombs and exploding sheep.

EXPLODING SHEEP

Go to Worms Option screen, then to Weapons Option screen. Move the cursor away from the Exit logo and press X, □ x2, X, □ x2, X, □ x2.

WWF ATTITUDE

RANDOM CHARACTER

Press R1 at the character selection screen to randomly select a fighter from the list.

HIDDEN FIGHTERS & CHEATS

These are opened up by playing through the main Career mode with any character. As you fight your way through the calendar, you'll take part in various Pay-Per-View events - if you win the fight you're in, a cheat will be opened up for you (accessed via the main menu Cheats option)...
Unlock Sable, Marvelous Mark Mero & Trainer: Win European Belt at In Your House.
Unlock Kurrigan & Godfather, New Custom Stuff, & Squeaky Cheat: Win a belt at or be the overall winner of the King Of The Ring event.
Unlock Sgt Slaughter, Shawn Michaels, Extra Attributes, & Big Head Cheat: Win a belt at or be the overall winner of the Survivor Series event.
Unlock Jacqueline & Chyna: Win a belt at or win match at the Summer Slam event.
Unlock Jerry 'The King' Lawler & Paul Bearer: Win a belt at or be the overall winner of the Royal Rumble event.
Unlock Head, Beep Mode, & Ego Cheat: Win the World Heavyweight Title at Wrestlemania.

ALTERNATE COSTUMES

At the character selection screen, hold L1, L2, or R2, then press X to select your character. Each button will give you a different costume.

WWF IN YOUR HOUSE

CHEAT CODES

Pause the game at any point during a bout and enter any code:
Computer Players Off: ◊ x2, ◊, ◊, R2
Big Damage On: ◊ x2, L1, L2, ◊
Combos On: R1, L2, R2, L2, ◊
Small Human Damage: ◊, ◊, L2, ◊, ◊
Auto Super Pin: ◊ x4, ◊
No Damage: L1, R2, L1, R2, L2, R1

WWF SMACKDOWN

SEASON EXTRAS

Play the following number of Seasons to earn extras for Create A Superstar mode.
 1Ivory
 2Prince Albert
 3Jacqueline
 4Viscera
 580 creation points
 6Mideon
 7Pat Patterson
 8Gerald Brisco
 1090 creation points
 20100 creation points

EXTRA WRESTLERS

Follow the exact routes through the Pre-Season to get the relevant extra wrestlers' characteristics in Create A Superstar mode.
 Note: To lose matches quickly, leave the ring and get counted out. If this doesn't work, just do nothing and get beaten up.

Stephanie McMahon

Lose first five matches. Say thanks to Debra, then lose the next two. Tell Hardy to shut up. Lose next three. Tell the Godfather to shut up. Royal Rumble. At next show, Triple H tells you to attack Vince McMahon: say no. Lose next match. Say thanks to Vince and Stephanie.

Stevie Richards & New Steve Austin

Win first six matches. Lose next match against Mankind. Win next two. Tell Kane to shut up. Lose Royal Rumble. Chyna tells you to attack Ken Shamrock: say no and you'll be attacked by her and XPac. Win next match. The Big Bossman tells you to attack The Big Show: say no. Win next three.

New Rock & The Blue Meanie

Lose your first four matches. Win next one, then tell Debra to shut up. Win next four, then Royal Rumble. Next month the Bossman attacks Al Snow and you save him. Al Snow thanks you: tell him not to

worry about it. Then beat him. Say thanks to HHH, Mr Ass, and Road Dogg. Win final tag match.

BACKSTAGE AREAS

In an Anywhere Fall match, press O [to whip your opponent] near the arena entrance, to go backstage.

MORE WEAPONS

In an Anywhere Fall match you can get more objects by whipping wrestlers into things in the backstage areas. For example, in the car park, whip someone into the ambulance to get a stretcher.

CLIMB OUT OF THE CAGE

Go near the cage, press R1 and, when you have climbed a short distance, repeatedly press ◊.

CHANGE WEAPON

In a Hard-Core match, go outside the ring and pick up any weapon. Walk up to the edge of the ring, hold the D-pad towards it, and press R1. The weapon in your hand will be swapped for another one - a random selection. Using this method, you can get weapons that aren't normally available, such as championship belts.

WWF SMACKDOWN: 2

SECRET FIGHTERS

Stone Cold Steve Austin: Win the Main Event during a WWF Backlash match, where Stone Cold should be a guest ref.

Shawn Michaels: Win a Main Event match during a WWF Judgement Day event. Shawn Michaels (HBK) should be a guest ref.

Billy Gunn: Win overall in the King Of The Ring tournament.

Pat Patterson & Gerald Brisco: If Pat and Gerald appear in the backstage cut-scenes, you'll unlock them by winning the Main Event that day.

Rodney, Joey Abs & Pete Gas: When they appear in the backstage storylines, win the Main Event to unlock all three.

Cactus Jack: Unlock Jack by winning the Main Event at the No Way Out tournament.

Mick Foley: Unlock old Mick by winning the Main Event at Wrestlemania at the end of year one.

Michael Cole: Unlock him by winning the Main Event the day after the Wrestlemania event (end of year one).

Debra: As you progress through the Season, you may go through some 'Comeback' events. If Debra appears in the match, win and she'll be yours.

SECRET MATCHES

TLC (Tables, Ladders & Chairs): Win the TLC match during a Season.
Tornado Table Match: Win the Main Event during WWF No Mercy battles.

225 ABILITY POINTS

Go to Create A Superstar and select Appearance, then choose New. After choosing your wrestler's appearance, name, gender, music, crowd signs and comments, select Heavy. You should now come to the Personality screen. Choose the following five traits (in any order):
 Weak Waist (170), Weak Elbow (172), Weak Knee (174), The Knight (210), The Iron King (217).

WWF WARZONE

VIEW UNLOCKED CHEATS

Whilst in the elevator press L1 + R1 to list the hidden features and modes that have been unlocked (see below).

Play As Cactus & Dude: Win the WWF title in Challenge mode with Mankind on Medium or Hard level.

Play As Trainer: Enter Training mode and select 'Custom' followed by 'Trainer' at the character selection screen.

Play As Sue: Win the WWF title in Challenge mode with Bret or Owen Hart on Medium or Hard. Sue the ring girl will now be available as a custom wrestler.

Play As Pamela: Complete the Challenge mode on Medium or Hard level with Sue the ring girl.

New Duds: Win the WWF title in Challenge mode with Kane on Medium or Hard. You'll get additional shirts, jackets, masks, pants and clothes in Creation mode.

Extra Gold: Win the WWF title in Challenge mode with Goldust on either Medium or Hard level. Then hold L2, R1 or R2 while selecting Goldust for more costumes, including Marilyn dust and Dusty dust!

Extra Cold: Win the WWF title with Stone Cold on either Medium or Hard level. Then

highlight Stone Cold on the character selection screen and press L2, R1 or R2 for additional costumes.

RattleSnake: Win the WWF title in Challenge mode with a user-created wrestler on either Medium or Hard level. You'll receive a beefcake version of Steve Austin as a custom character.

Ladies' Night: Win the WWF title with Triple H or Shawn Michaels on either Medium or Hard. The 'Female' body type is now selectable in custom character mode.

No Meters Mode: Win the WWF title in Challenge mode with the Undertaker on either Medium or Hard level.

Big Head Mode: Win the WWF title in Challenge mode with British Bulldog on either Medium or Hard level.

No Wimps Mode: Win the WWF title in Challenge mode with Ken Shamrock or Farooq on either Medium or Hard level. Blocking will be disabled in this mode.

Bean Mode: Win the WWF title in Challenge mode with Mosh or Thrasher on either Medium or Hard level. Belching and farting is enabled.

Ego Mode: Win the WWF title in Challenge mode with Ahmed Johnson on either Medium or Hard. As the crowd cheers, the size of the wrestler's head increases, whilst boing has the reverse effect!

RANDOM WRESTLER

Hold L2 and press Block on the character selection screen.

ALTERNATE COSTUMES

Hold L2 while selecting a wrestler.

FIGHT IN WRESTLEMANIA RING

Win both titles in Challenge mode and defend the WWF title from all wrestlers. The title match will be in Wrestlemania ring.

TAUNTS

Δ + XTaunt 1
 O + □Taunt 2

VIEW MOVIES

On title screen, quickly press ◊ + Δ, ◊ + O, ◊ + X, ◊ + □, ◊ + X, ◊ + O, ◊ + Δ, L1 + R1, L2 + R2, L1 + R1, L2 + R2. You have to enter the sequence very quickly. You'll then see 'Movie 1' on screen. Press ◊ or ◊ then X to play movie of your choice.

WWF WRESTLEMANIA

AUTO REFILL COMBO METER

At the character select screen, hold L1 + L2 and press ◊, X, O, Δ.

PAUSE CODES

When the game is paused, input any of these codes to activate these nifty cheats...
Resets Cheats: □, O, Δ, X
No Human Damage: X, Δ, L2, ◊
Powerful Hits: X, Δ, L2, ◊
Half-Power Hits: X, Δ, L2, ◊
Stop Timer: X, Δ, R2, ◊

CHARACTER SELECT CODES

On the character select screen press the following...
Combo On: L1 + R2, □, X, O, Δ -
Hyper Mode: L1 + R2, ◊, ◊, ◊, ◊, Δ, X2, ◊, ◊
Invincibility: X, Δ, R2, ◊
More Powerful Hits: X, Δ, L2, ◊
Less Powerful Hits: X, Δ, L2, ◊
Stop Timer: X, Δ, R2, ◊

X2

CREATS

To enter these cheats, go to Options and select Password.

8 Credits:267776
 Start with 9 ships:220969
 Start Level 2:713948
 Start Level 3:300277
 Start Level 4:213490
 Start Level 5:666141
 Start Level 6:321904
 Start Level 7:198861
 Start Level 8:040186
 Start Level 9:841003
 Start Criticus:216409
 Invulnerable Ship:180771
 End Sequence:300167

XEVIOUS 3D/G+

PLAY AS HEIHACHI

At the Game Select screen (highlighting 'Xevious 3D/G'), hold X + O + ◊ + Start on pad 1. Keep holding them until the Xevious 3D/G title screen appears, then release Start (nothing else) and hold it again to start game. Keep the buttons held down until your ship starts the level and transforms into Heihachi.

PLAY AS PAUL

At the Game Select screen (highlighting

'Xevious 3D/G'), hold X + O + ◊ + Start on pad 2. Keep holding them until the Xevious 3D/G title screen appears, then release Start (nothing else) and press it again to start game. Keep the buttons held down until your ship starts the level and transforms into Paul.

INFINITE CONTINUES

On the Game Select screen (highlighting 'Xevious 3D/G'), hold L1 + L2 + R1 + R2 and press O rapidly as many times as you can while the game loads. When you start the game, where the credits were it'll display 'FREE PLAY'.

DEBUG MODE

Select the original Xevious game. At the Xevious title screen, press □ + X + Start.

BLACK SHIP

Highlight the 'Reset' option on the title screen and hold L1 + L2 + R1 + R2 + Start. The 'Game Start' option should now be highlighted, so (still holding the shoulder buttons) press Start again. Continue to hold all the buttons until your ship changes.

FAT SHIP

First, you have to get the Black Ship. Then go back to the Xevious title screen, select Configuration Mode and highlight 'Exit'. Now highlight 'Reset' and hold L1 + L2 + R1 + R2 + Start. The 'Game Start' option should now be highlighted, so (still holding the shoulder buttons) press Start again. Continue to hold all the buttons until your ship eventually changes.

TWISTING SHIP

Using a NeGcon controller, you can twist your ship.

X-MEN: CHILDREN OF THE ATOM

QUICK CONTINUE

When continuing, hold L1 + L2 + R1 + R2 then press Start to keep same characters.

BOSS SELECT

On the main menu, highlight Options and hold L1 + R1 + X until the Options menu comes up. Go to Configuration and select System to see a new Boss Select option - turn it on. Go to Vs Mode, choose your fighter and hold either L2 or R2 until it says 'Now Loading', to play as Juggernaut or Magneto respectively.

FREE PLAY

Once you've activated the Boss Select cheat, scroll through the number of Credits (on the System screen) to find Free Play, giving you infinite continues.

X-MEN: MUTANT ACADEMY

PLAY AS TOAD

Complete Arcade mode once with any character.

PLAY AS MYSTIQUE

Complete Arcade mode twice with any character.

PLAY AS SABRETOOTH

Complete Arcade mode three times with any character.

PLAY AS MAGNETO

Complete Arcade mode four times with any character.

HISTORICAL COMIC PIX

Complete Arcade mode with each character in their regular costume to unlock their historical comic picture in Cerebro mode.

BEHIND THE SCENES PIX

Complete Arcade mode with all characters in their movie costume to unlock behind-the-scenes pictures in Cerebro mode.

INTRO FMV SEQUENCES

Complete Arcade mode with each character to unlock their intro FMV sequence in Cerebro mode.

MOVIE COSTUMES

At the character selection screen, press □ when choosing fighter to use their costume from the X-Men movie.

THIRD COSTUMES

Using any character, graduate from the Academy with straight As to unlock their third costume. At the character selection screen, press O to choose your fighter to use the third costume.

CHEAT MODE

At main menu or character select screen, press Select, ◊, L2, R1, L1, R2, to hear 'Doh-ay-ee-ay!' Everything will now be unlocked in Cerebro mode, and the extra supervillain fighters will be playable.

X-MEN MUTANT ACADEMY 2

SUPER CHEAT

Enter Select, ◊, R2, L1, R1, L2 on the main menu, to hear someone yell. This unlocks everything: the secret characters (Spider-Man, Prof Xavier, Juggernaut and Psylocke), alternate costumes (press R1 + X or □ when selecting character) and all the movies and pics in Cerebro mode.

PLAY AS PSYLOCKE

To unlock her without cheating, complete Arcade mode with Wolverine.

PLAY AS JUGGERNAUT

To unlock him normally, complete Arcade mode with all default characters and Psylocke.

PLAY AS PROFESSOR XAVIER

To unlock him normally, complete Arcade mode with Juggernaut. To select him, highlight Magneto and hold L1.

PLAY AS SPIDER-MAN

Fight in Arcade mode without losing at all and you should face him in the fifth bout. Defeat him and finish Arcade mode to unlock him. To select him, highlight Cyclops and hold L1.

Z

CHEAT PASSWORDS

Full Metal Jacket: □, O, X, Δ, X, O, □
Invincibility: □, O, X, X, O, Δ, □
Enable Port 2: X, Δ, □, O, Δ, O, X, □
 [During play, press Δ on pad 2 to destroy enemy base, or □ to destroy your own base.]

PASSWORDS

Level 2□, Δ, X, O, Δ, □, O, X
 Level 3□, X, O, Δ, Δ, □, X, O
 Level 4□, Δ, X, O, O, Δ, X, O
 Level 5□, O, X, □, Δ, □, X, O
 Level 6□, O, Δ, X, O, X, □, O
 Level 7□, O, □, X, Δ, Δ, X, O
 Level 8X, X, O, □, Δ, X, O, X
 Level 9O, X, O, □, X, O, □, O
 Level 10O, Δ, O, Δ, □, Δ, X, O
 Level 11X, □, O, X, X, □, O
 Level 12X, X, O, X, O, X, □, O
 Level 13O, Δ, X, O, Δ, □, X, O
 Level 14□, Δ, X, O, Δ, □, O, □
 Level 15□, Δ, X, O, □, Δ, X, O
 Level 16O, X, O, □, □, □, □, X
 Level 17O, □, X, O, Δ, X, O, □
 Level 18□, O, □, X, X, O, O, Δ
 Level 19X, O, X, O, Δ, Δ, X, O
 Level 20Δ, Δ, X,

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**DELTA FORCE:
URBAN WARFARE**

PS1

GT CONCEPT

PS2

V-RALLY 3

PS2

Note: These are some of the games we intend to cover in the next issue.
However, we reserve the right to alter the contents.

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PowerStation

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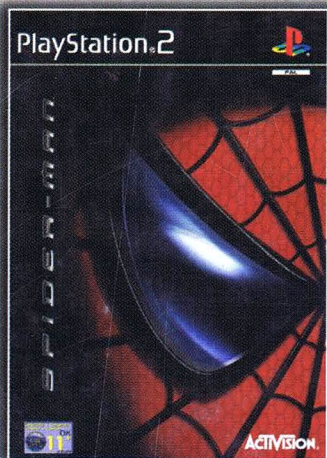
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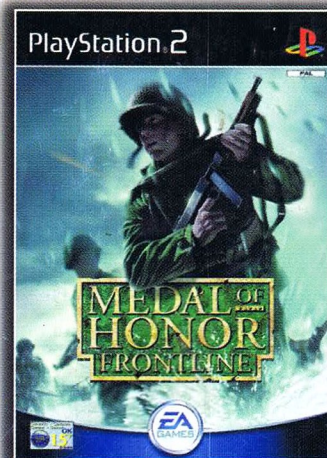


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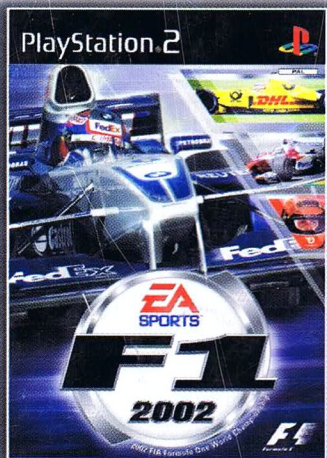


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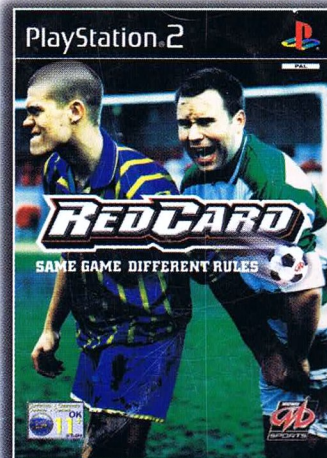


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